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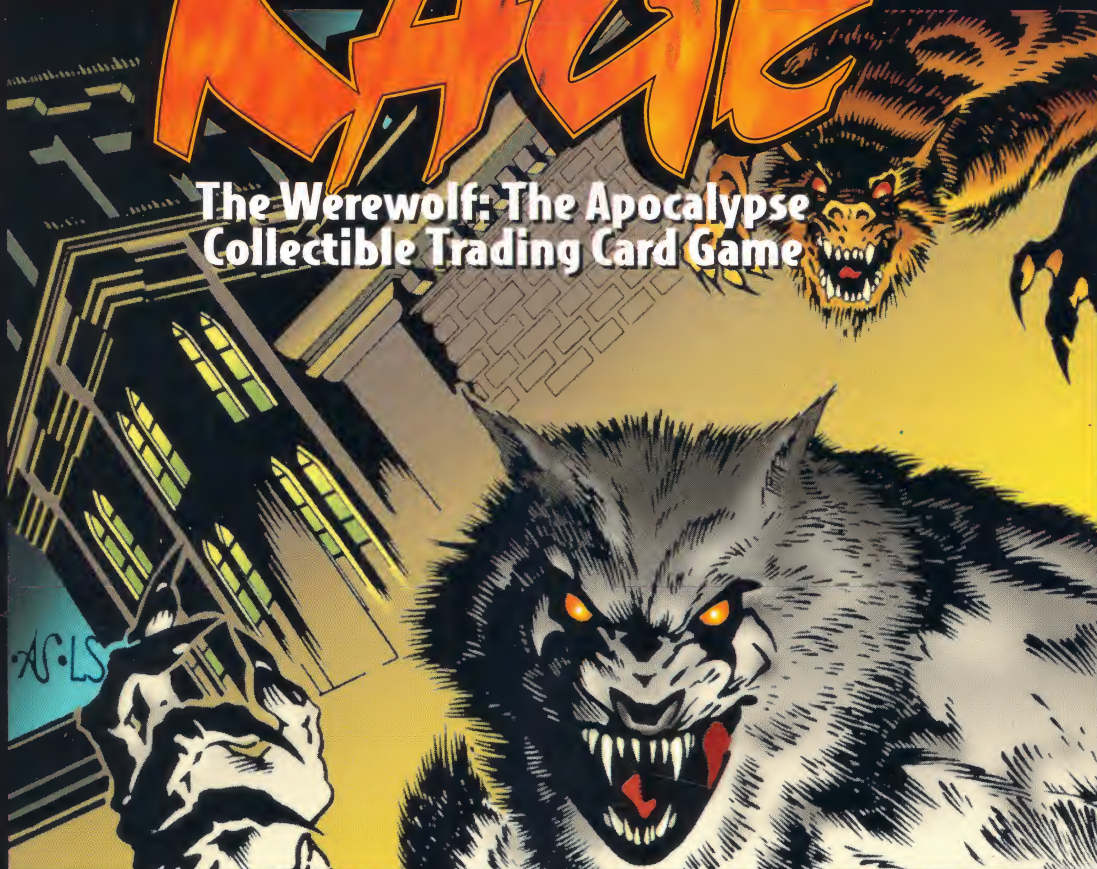


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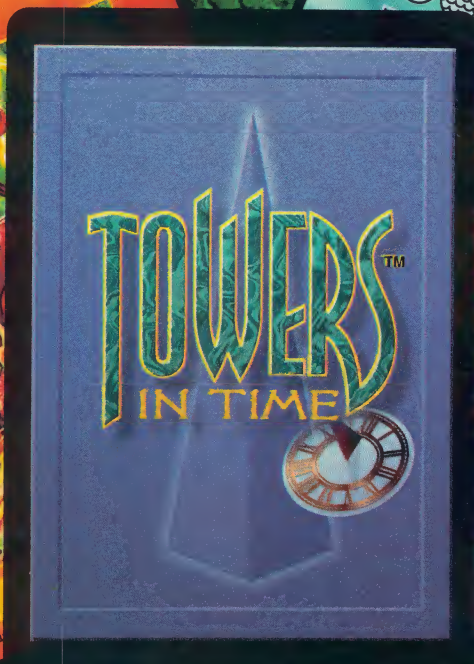
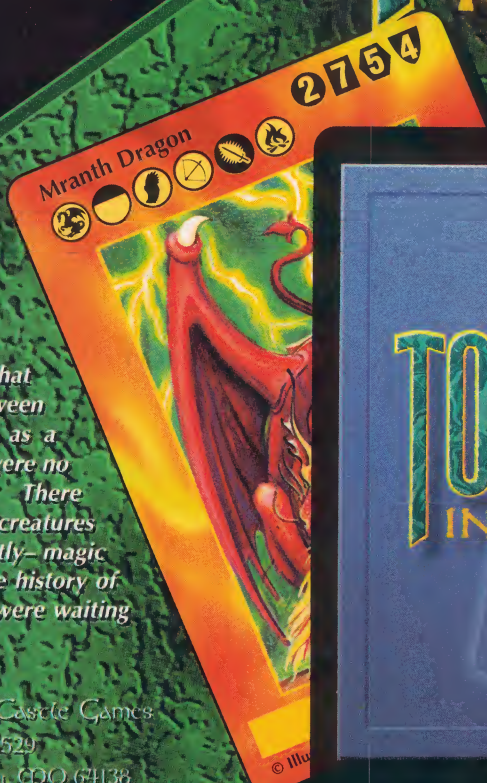


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THE DYNAMIC ART OF MELISSA BENSON GRACES THIS MONTH'S COVER. MELISSA IS PERHAPS MOST FAMOUS FOR HER MAGIC: THE GATHERING™ CARD ILLUSTRATIONS FOR SHIVAN DRAGON AND MOST ARMOR. SHE HAS DONE MANY CARD ILLUSTRATIONS FOR MAGIC: THE GATHERING™ AS WELL AS JYHAD™. THIS COVER ILLUSTRATION WAS SPECIALLY CREATED FOR THE GALACTIC EMPIRES™ CARD INSIDE THIS ISSUE. LOOK FOR MORE OF MELISSA BENSON'S ART IN GALACTIC EMPIRES™ (WITH MARY & NEW EMPIRES), FLIGHT OF FANTASY, AND THE UPCOMING RELEASES OF MAGIC: AGE™ & SHADOWFIST™.

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## GUIDE TO COLLECTIBLE CARD GAMES INSIDE SCRYE

### PUBLISHER/EDITOR

J.M. White

### EXECUTIVE EDITOR

J. Bradford

### PRODUCTION MANAGER

J.F. White

### MANAGING EDITOR

M.E. Campbell

### ADVERTISING DIRECTOR

Joanne White

### TECHNICAL ADVISOR

F. Moore

### NET REPRESENTATIVE

Craig Janssen



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### COVER ARTIST

Melissa Benson

### CONTRIBUTING WRITERS

J. Bradford, Mike Fitzgerald, Scott Hunt, Robin Laws, Dave Long, Christian Moore, Keith Parkinson, Luke Peterschmidt, Faith Price, John Sanders, C. Schulte, J. M. White.



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# Prepare for the coming of "GUARDIANS"

If you've been waiting for a collectible card game with truly incredible art, wait no longer. FPG is proud to present "GUARDIANS," an exciting new collectible card game with all new pieces by the top fantasy artists in the world!

Prepare yourselves for a visual roller coaster as you journey into the real past to meet all manner of creatures from the jolly Gnomes, swashbuckling Pirates and foul Undead to the ferocious Dragons and terrible Slag Beasts.

Just look at this incredible line-up of artists who will be doing all 275 + cards in "GUARDIANS"

**BROM** - This red-hot fantasy artist, best known for creating the visual imagery for TSR's Dark Sun role-playing world.

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**JAMES WARHOLA** - This nephew of famed pop artist Andy Warhol has come into his own as one of the most talented fantasy artists of today.

Nowhere else will this level of artistic talent be gathered to create a game of such incredible visual imagery.

And, by the way, "GUARDIANS" also has an incredibly strong gaming system. Its 16-month development has included over 5,000 hours of playtesting by more than 70 different playtesters. It combines exciting, fast-paced game play with intense strategy to create a game that is fun and easy to learn but also offers gamers all the challenge they could want!

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# First Strike

One of the most frustrating situations I find myself in, is receiving tons of wonderful letters full of praise and criticism, all of which I can't possibly acknowledge. All I can say at this point is that I read absolutely every one of them. I'm sure there will come a time when even that isn't possible, but right now, every month I pick up the thick file and start reading. Keep the comments coming. I hope you see some improvements in this issue...I do listen. After a plethora of inquiries, I feel compelled to address the issue of SCRYE and its prices once again.

I want to reiterate how we get our card prices: After we publish an issue we send a package of forms to our support retailers. They have to complete and return it by a certain date in order for their data to be incorporated into the next issue's prices. They must have a retail store front to report prices to us.

Upon receiving their data, we give it the *thrice over*. If it seems solid, we add it to the new issue's database. For every set that we feel we have enough data for, we print prices for that set. This issue, for example, Wyvern qualified for the first time. Our goal is to have the most accurate prices possible and we go to great lengths to achieve this. We welcome your suggestions for improving this...

We will list no card before its time! P.S. The "Way Cool" thing of the month is Wizards of the Coast running a pre-release, sealed deck tournament for Ice Age in Toronto on June 3. Look for the details in the

full page ad somewhere in this issue. (I know everyone who cares will have no problem finding it.) SCRYE will be at the tournament, too!

P.P.S. Thanks to WotC for giving SCRYE a tour of their offices recently. We were escorted by the intrepid Shawn Carnes and flanked by Nerf® gatling-gun wielding guards throughout the expanding Seattle offices. Although security is tight (*we kid thee not!*), we were lucky enough to catch Richard Garfield playtesting NetRunner. He seems extremely psyched about the game and thinks it may be out as early as late this Fall.

Just a note on the cards inside the issue... The two Ice Age cards in this issue, are common cards which will appear in the main Magic: Ice Age™ release in June; the Rage™ Character Card "Syntax" is a promo card for Rage which is released in early May and will also appear in the main set; the Towers in Time card is one of 20 possible designs, and there are some special autographed cards mixed in...; the Galactic Empires card is a specially designed card just for SCRYE and you won't find it elsewhere – there are also 2 variations – the card with the larger picture is the ultra-rare card, the others are common cards.

A special thanks to Joachim for the French M:TCG cards...

J M WHITE  
Editor  
scrye@aol.com







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Dear SCRYE,

I am the president of a M:TC gaming group in Maryland and thanks to your magazine I have been kept informed on all the latest happenings in the quickly growing card game industry. I don't really use the card price guide unless I am either trying to buy a card from a card distributor or price a deck I am using. I am one of those card collectors who plays for fun and doesn't really care about prices unless someone is buying a card from me. I'll do trades for what I need, not for what each card is worth. Just last month I met someone who wanted an Artifact in my deck and I told him what I would trade for it. He quickly pulled out his SCRYE and compared the two prices. He laughed at me because the card I wanted was about a dollar over the card he wanted and hey, that's no problem for me. The people who are like that have their own reasons but it is difficult to trade with them as they want all that they can get for their cards. I understand that, but if there is a card I need and I have a card someone wants that I have no use for, that's a trade.

The main reason I am writing this letter is to respond to all of those people who have written letters to me about how they are bored with M:TC, and sick of the slow pace and tired of learning new about new cards. Personally I think that all of you should show a little more respect for the "Grandfather" of all the new card games you are playing now. I have a box full of I:NWO, ST:TNG, JYHAD (V:TES) and SPELLFIRE cards gathering dust. I have tried these games but I am hooked on MAGIC for now. I don't understand how

anyone can become bored with M:TC. There's a million different combinations of cards, colors and Artifacts. Also the pace is great for those tricky strategic plays. Magic is the "Chess" game of the 90's, where anything is possible and it is not so off-the-wall where the rules conflict with themselves.

One last comment. Wizards of the Coast have been very helpful to me. When I started getting the M:TC group together all letters were answered promptly and I couldn't ask for better customer support.

J. Milleker  
Pasadena, MD

Sounds like you have understand trading better than most; give a higher "value" card to get a card you want/need in return. You win and they think they have too!

Dear SCRYE:

I am writing in response to J. Ruina's letter in SCRYE #5. I fully agree that speculation is the worst thing that could happen to the collectible trading card market. I used to collect baseball cards back when you could get a 15 -card pack for 35 cents. Then someone realized that they could charge more for their cheap product if they threw in gimmick cards. The market was soon destroyed as it lost its fun. It was just too much work trying to work through the 26 different subsets. So, I then started collecting trading cards for hockey which is my other favorite sport. I enjoyed this hobby for about 3 years until the same demons that destroyed the baseball card market for me decided to possess the hockey card market. How many ultra-secret super-platinum-silver editions are really needed anyway?

So now I play collectible card games. I have

been a gamer for many years and really enjoy the challenges inherent in a game where the cards which are used change every game. And this might come as a shock to many of you but I can win games without Moxes, Twiddles, Chaos Orbs and other no longer in print cards. The game was designed to allow you to play competitively without getting a bank loan to do it. Now, if you want to try to get a complete set of one of the print runs, that's fine, however, nothing bites worse than having some rich

schmuck buy up all of the Rare cards in an area and then wave them above everyone's head (can someone say Legends?). These people will normally sell their extra cards for exorbitant values. What's even worse is that people will pay their price, but that's okay because this is a game and I can still beat you with my small, inexpensive collection.

Sincerely yours,  
A. Thorne  
St. Louis, MO

Concerning speculators - Although the gamers don't like them, what they do do is bring more people into this field, and draw more attention to Magic: The Gathering. And those are good things!

With regards to small, inexpensive decks, you're dead right. A skilled Magic™ player recently told SCRYE that he wins about 50% of the time versus tournament decks when he creates a deck from one Starter and two Booster packs. There is a LOT of skill to M:TC - both in deck creation and playing.

Dear Scribbles,

Hello, How are we all doing? SCRYE, the magazine that just gets better and better. The cover of 4 and 5 was spectacular...5

was the best...

Now I will ask a couple of questions...

- 1) Can anybody do art for your cover?
- 2) Where can we see more of Peter Pacownik's art?
- 3) When is the next Ice Age coming?
- 4) When is WOTC going to put out the game based on JRR Tolkien's books?

Thank you for your time.

J. Almond

Rapid City, SD

Cover artists for SCRYE are collectible game card artists only. Peter's art most readily can be found on the Dragon Tarot from U.S. Game Systems. Ice Age is coming around June 8th or so, with a special Ice Age sealed deck tournament the weekend before this in Toronto.

NetRunner will be coming this fall/winter. Hopefully we will see Middle Earth the following spring.

Dear SCRYE,

I just read your fifth issue and I enjoyed the Global Effect section a lot. It's nice to know other people like E. Ison have become bored with Magic. I started buying Magic cards when I was twelve and I loved it. I've been playing, buying and trading Magic cards for about one and a half years. But after about the first year of owning Magic cards, it started to spread like wildfire. Magic here, Magic there, Magic this Magic that - Magic fever was everywhere. It wasn't a game anymore, it was an addiction and an addiction that would suck up my money didn't sound very appealing, so I set my five-hundred or so card on the shelf to collect dust. Then Illuminati came along. Steve Jackson games tend not to get very big and the Illuminati board game was fun, so I gave it a try. I absolutely loved it. It's easier to relate with the game because it is



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# Global Effect Letters From our Readers



set in present time and the game runs much more smoothly than Magic. I would like to see an Illuminati price guide in later issues but that's OK for now. You're doing a great job, so keep up the great work.

P. Fleek  
Escondido, CA

Ah, another INWO fan! We think it's a really cool game too! We will have prices for Illuminati when enough stores submit prices for them.

Dear SCRYE Guys,

We are writing to say that although M:TG is great, it is corrupt when it comes to value. We think that SCRYE has extremely reasonable prices but certain other magazine list outrageous prices.

We don't like going to a tournament and seeing people buying Alpha Black Lotuses for \$400. The game is somewhat unfair because if a player does not wish to spend hundreds and hundreds of dollars (and a lot of teens and pre-teens do not have that money to spend), there is no way for them to obtain great cards such as Moxes, Icy Manipulators, Black Lotuses, etc., etc. It hardly seems fair to pit your \$50 deck against some five-color, \$1000 deck that manhandles you in four five turns because of it's Moxes, Time Walk, Manipulators, and Black Lotus.

Part of what drives the prices so extraordinarily is the willingness of people to buy a single card at at least a hundred dollars. As long as people will pay that much, for ever so slightly more. There is one way that we can stop the insanity.: All M:TG players have to stop buying cards at the insane prices. If no one ever bought \$400 Lotuses again, perhaps the dealers would be forced to sell for less.

There is one person

that we encountered at a tournament who had the right idea. He refused to use Moxes because not everybody has an equal opportunity to get them. We thought that this was a just thing to do. We commend that man.

To sum it all up, we find it necessary for many people to read this letter, therefore, we will make copies and post some of them up at the next New York Magic tournament. We're asking maybe you might be able to help our cause a little. Thank you for your time, SCRYE.

Sincerely,  
R. Frankel,  
M. Paulson  
N.Y.C., NY

P.S. We were serious when we said that your magazine has the most superb prices that you can find on the market.

Hey, what's always totally awesome is when a \$50 deck beats a \$1000 deck there's so much satisfaction gained!

Dear Excellent Writers of SCRYE,

Hi and hello from the home of the world's worst football team, the Redskins. I was in my card store when I noticed your magazine. I had never heard of it before, and decided to give it a try. I just finished reading the Global Effect section, and it gave me a few ideas to write to you about. I have been playing Magic for about 3 months. In response to all those loyal TSR fans who say, "Spellfire is better than Magic, so there," I would like to say, "In your dreams!" For proof, just look at the letters in SCRYE #5! Eleven out of fourteen support Magic, and just 4 mentioned Spellfire, with 2 of those 4 supporting it! I know several people who play Magic, and I had never even heard of Spellfire before I bought SCRYE.

Enough of my competitive jibber-jabber. I'd like to take this opportunity to thank SCRYE for introducing me to a whole new aspect of Magic. Your price lists encourage me to start collecting cards as well as trading them. I'm trying to avoid becoming a "speculator" as J. Ruina termed it. A couple of nights ago I was horrified when I realized that I was thinking of how to save up to buy a box of Ice Age boosters, so that I could sell it when it was worth some money. If D. Leiburg is reading this, I loved your War Sprites! I think I'll start making cut-ups.

Sincerely,  
M. Graham  
Dale City, VA

P.S. My advise to B. Barrow and M. Day: Sell your Spellfire!

P.P.S. I just had to stick in a card-combo. Granite Gargoyle and Firebreathing. We think you should play with your Ice Age cards when you get them and speculate in later months, if you must.

Dear SCRYE Guys,

Just wanted to drop you a line to tell you that I think your magazine is really cool...for the most part...

My motley little band and I are some of those "lost souls" who dare to prefer Spellfire over the widely (and undeservedly) revered Magic. What does this have to do with your fine magazine, you might as? Well, by perusing the many ads that are littered throughout, it quickly becomes apparent that ABSOLUTELY NO ATTENTION IS PAID TOWARD SPELLFIRE! Very few, if any, of the ads even advertise Spellfire merchandise. In the FOUR CORNERS section, the dealers are openly negative about Spellfire and it's players. That is, if they mention the game at all.

The point to this little ramblesfest? Well, our playing repressive elitist Magic goobers have been heard (and heard and heard and heard) it's time the other Spellfire players let their voices be heard. We were thinking of starting a Spellfire newsletter, full of articles, opinions, inside trading, general anarchistic, chaos...sorry, can't let stray political (dis)beliefs sneak in here.

Now that I'm done with my little rant, I just want to assure you that, though I may sound negative and angry, it's not directed at you. SCRYE is the best collectible card magazine around.

Junkyard and Woodstock  
East Haven, CT

The largest mail order companies carry Spellfire (and perhaps many of the others do as well). But no matter how you might want it to be otherwise, Magic: The Gathering rules this field. As for your idea of starting a Spellfire newsletter, go for it! What a great idea!!! And did you know that a 384 page Spellfire Player Guide is coming out in May?

Dear SCRYE,

I'm writing to you about concerns some of us in Nebraska are having. It's a concern that not everyone sees as a threat, but some of us can see the potential is there.

Decipher has literally rocked the CCG market with ST:TNG. And, they plan to do it again with Star Wars. Now, you put these two sci-fi giants in the same room, it's a matter of time before they clash. Does Decipher realize that they just might crystallize a civil war upon the release of Star Wars? Granted, it could be the biggest marketing boom since Cheez Whiz, went microwavable. But the concerns are there. I've heard many "Trekkers" say how Star Trek was the



# Power Play

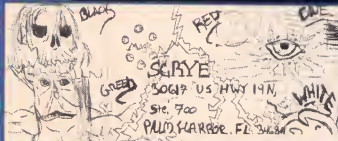
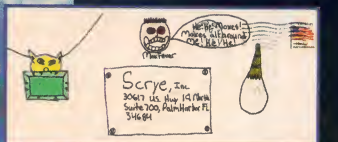
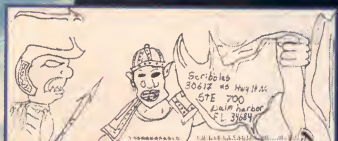
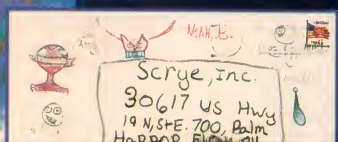
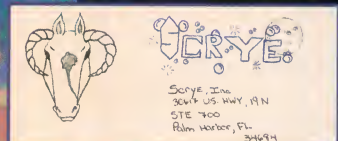
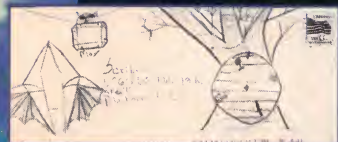
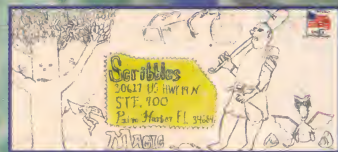


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# Global Effect Letters From our Readers



sci-fi experience. I've also heard many say that Star Wars was made to show that a sci-fi universe could exist without transporters, phasers, and computers that solve anything.

It would be like sticking Godzilla and Ghidrah in New York. Sure, they'll stomp the rest of the city to ashes, but they'll soon be drawn to each other. And, two results may come out of this:

1) The city (i.e. the CCG market) would be crushed. Star Trek has already done considerable damage to the market, and even Magic has felt some of the bite. Why the name? Star Trek has gained Legend status since its run in the 60's and that legendary name is still grows today with re-runs of TNG, DS9, and now Voyage. Added to that, it has one of the most unique systems ever. The game isn't combat-orientated, but more like a simulator that you can find on computers. Star Wars stormed the market to gain that same status in three films, and two made-for-TV movies. And, even though the last film was made in the 80's, that Legend remains today. Lucas is now (finally) getting around to continuing the Saga, but that legend status has not faded since Star Wars first hit the screen. Therefore, the possibility cannot be ruled out that these two card games will totally crush any others out there on the market.

2) One will win, one will lose. Two giants like these can't rally side-by-side for too long before friction happens. Now, I don't see any Trekker Wars coming out of this. The odds of die-hard Trek fans rioting with die-hard Wars fans is on the slim side. But, it'll be in the market that this civil war will happen. So,

who will win? Will this conflict even happen? ...

B. Barrow  
Plattsmouth, NE

Did you know that Star Wars merchandise outsells Star Trek merchandise? Pretty amazing, huh? Star Trek limited edition was the second game to become collectable - what a great service Decipher has done for the field! Unfortunately, there's been nothing so far in a follow up to that yet... But expansions are on the way. With regards to which one will outsell the other, our bet it's the one that's the best game.

Dear SCRYE,

Let me tell you what happened a few months ago. I was playing in a Mega-ante tournament. I was in the second game of the first match. I had already lost the first game. I had him down to one point. Somehow, I can't remember now, but I know that if I didn't band my Benalish Hero with my Erg Raiders I would either lose the creature or the game. (By the way, this was a Magic: The Gathering tournament), so I banded them and attacked killing his only creature. Then he said "They aren't banded anymore. After the attack, they are no longer banded." Being the inexperienced player I was, I didn't question him. I dis-banded them and the game ended a few turns later because of this. Later, after I read up on it I found out they don't dis-band. I read it in the Pocket Players guide.

Who knows I might have won the whole tournament. I was inexperienced and had never been in a tournament. I should've asked the judge but, I was inexperienced. He, on the other hand, knew what he was doing when he cheated me out

of a win. He did not wind up winning the tournament and I hope he loses all of his Magic games from now on. To him (I forget his name, but he was from Enterprise, Alabama): cheaters never win!!

I am more experienced now and to all new beginners, I'll give them some advice - Buy the Pocket Player's Guide. Don't just use it for reference, read it thoroughly. Remember, you learn by experience, but never let someone cheat you out of a win.

Thank you,  
R. Chander  
Troy, Alabama

P.S. Please print this letter for other victims. Our hearts go out to you! Magic is such a fun experience that it makes it just terrible when something like this happens. Or when someone steals your cards. **SCRYE TIP: Always take your opponent's deck and shuffle using the fan-fold method at least 7 TIMES! Then cut the cards and watch his hands when he takes the deck back...**

Dear SCRYE,  
Although the look of the magazine improves with each issue (so far), I didn't read in #5 nearly as long as in the previous issues, which may partly be because I am mainly interested in M:TG - where are the Magic insight features? I loved Paul Waterman's interview with Kathy Ice in #4, for example. More of that!

What I'd like to see in future issues is a list of the extra cards: Book, magazine, and con-promos. And please keep the articles on print runs and card frequencies updated...

Do you have any idea how many players of M:TG there may be out there at the moment? If we assume an average player possessing 500

cards, there may be one million of us, with 500,000,000 cards being sold now.

Will the foreign language editions (Italian, German, French) be fully compatible with the U.S. edition, i.e. will they be allowed at international and American tournaments? Will there be a market for those cards in the U.S. too? Are they going to appear in the SCRYE Price Guide?

Thank you for your good work and being so open to contributions from your readers.

Mark Craemer  
Sweden

We haven't a clue as to the exact number of Magic players there are out there right now. Even if a player stops playing, in a month or three later many start again.

Our call to WotC resulted in the following response as the official word on foreign cards... (paraphrased) "Foreign language cards are only allowed in tournament play if the entire deck is of the same language." There is a market for foreign language cards in the U.S., but it is still in the formative stages at this point. SCRYE,

Just writing to ask you a quick question, how much for the rare printing of the UPSIDE DOWN Mox Ruby on page 19 of SCRYE #5?

Keep up the good job. I will expect more great issues in the months to come!

B. Williams  
Canada

Yes, we missed that it was a printing error...Oops!

I'm all out of those rare Moxes... But, I have some swampland in Dominia...



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# Mondo ComBos

## CARD COMBINATIONS FROM OUR READERS!

First off, I love your magazine! Not only does it help me sell/buy my Magic cards, I love the articles, especially Four Corners. Well, I am really sending in some combos so here they are, some obvious, some not. First the simple ones:

Glasses of Urza, and the Legends card. Nebuchadnezzar (I think that's how you spell it!) First use the glasses to look at your opponents hand, then use Neb's special ability (name X cards, if your opponent has any of the cards that you named he/she must discard them) to rid your opponent of a lot of cards. (this can be 2x more effective if you first play a Braingeyser!) Another obvious (but sweet) combo is Merefolk Assassin (tap to destroy a creature with Islandwalk) and an artifact, War Barge (3 mana to give a creature Islandwalk until the end of turn). Just give the creature Islandwalk until the end of the turn, and then kill it with the Assassin. My next one involves the simple little creature that plenty of you have extras of, Initiates of the Ebon Hand and a Drain Life (this is a killer in a black/whatever deck) First, with The Initiates, tap all your non-black mana into the Initiates, making it all black until the end of the turn, tap all your swamps and then take over by casting Drain Life, but Initiates will die at the end of the turn. These next two combos are my favorite, and they both involve Skull of Orm from the Dark. Skull of Orm is an artifact that lets you bring an enchantment from your graveyard into your

hand. I play black, blue, so these are especially helpful. With the Skull out cast Psychic Allergy (this is an awesome blue enchantment from the Dark, but it's complicated, so all I'll tell you is that you have to either sacrifice 2 islands during your upkeep or destroy it). During your upkeep, simply destroy the allergy, bring it to your hand with the skull, and then play it again, never having to sacrifice any islands. Pretty cool, huh! My last one also involves the Skull, but this time with a Royal Assassin, Paralyze, Tangle Kelp, or a Merisine (this can also be used with Jandor's Saddlebags to untap the Assassin). First cast paralyze on your opponent's best or most pesky creature. Tap the Assassin to kill the paralyzed creature, then use the skull (since the paralyze went to the graveyard) and cast the paralyze again on another creature, then use the Saddlebags, Twiddle or anything along those lines. Oh to get the creature tapped without destroying the paralyze you could always flood him. Well, keep up the good mag!!!

P.S. Jade Monolith and Ali From Cairo - oooh! Take all his damage but don't die!

Sincerely,  
M. Powell  
Weston, CT

Dear Scrye,

Here are some combo's to try for Fallen Empires and circles of Protections:  
Fallen Empires  
Ebon Praetor and Breeding Pit  
Hand of Justice and Icatian Town  
Goblin Warrens (sacrifice two,

get three keep on doing this with new tokens.

Night Soil other peoples creatures

Breeding Pit and Soul Exchange  
Thallid and Thelonite Monk  
CoP's

Force of Nature and  
CoP Green

Channel and CoP  
Green

Hurricane and CoP  
Green

Earthquake and CoP  
Red

Eternal Frame and  
CoP Red

Brothers of Fire and  
CoP Red

Electric Eel and CoP  
Blue

Serendib Efrete and CoP Blue  
Lord of the Pit and CoP Black

Pestilence and CoP Black  
Erg Raiders and CoP Black

Ashes to Ashes and CoP Black  
Banshee and CoP Black

Fire and Brimstone and CoP  
White

Blood of Martyr and CoP White  
Blood of Martyr and CoP White

Jade Mondith and the CoP that  
huff the creature

Personal Incarnation take some  
of the damage then use CoP for  
whatever the color of the damage  
is.

All those CoP's are obvious  
but very useful. And then of  
course there's my favorite combo:  
Armageddon and  
Dingus Egg and  
Reverse Polarity.

Sincerely  
C. Mussen  
Davis, CA

Dear Scrye,

I would like to  
congratulate you on  
the great job you are  
doing printing a well  
informative maga-  
zines. Also an awe-

some combo which never fails  
for most people. Preachers,  
Diamond Valleys, Old Man of  
the Sea, Rubiner Soulsiyer and  
plenty of counters to stop these  
pesky lightning bolts or other  
harmful spells that could hurt

your controlling crea-  
tures. Meekstone and  
Serra Angels would  
give you the extra  
edge to beat your  
opponent while you  
sacrifice away on  
their creatures to  
make you gin in the  
life toll.

Sincerely,  
J. Prad

Dear Scrye,

I have a combo for  
you... Frozen shade with Fear and  
Initiates of Ebon Hand.

I would like to compliment  
you one more time on a excellent  
magazine.

Thanks A lot  
J. Ezell

Dear Scrye,

I love to read your magazine.  
Every month I learn a new awe-  
some combo, but here are a few  
of my own.

1) Rod of Ruin and Fungusaur.  
Keep on doing damage to the  
Fungusaur and giving it +1/+1  
every turn.

2) Jandor's Saddlebags and  
Leviathan. Use the  
Jandor's Saddlebags  
to untap the  
Leviathan without  
sacrificing 2  
islands.

3) Fallen Angel and  
Breeding Pit.

Sacrifice the  
Tihrolls to give  
Fallen Angel +2/+1  
until end of turn.

4) Barl's Cage and  
Nettling imp. Use





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Barl's cage to make a creature not untap then use Nettling Imp.

5) Meekstone with multiple Serra Angels

6) Mind Twist along with the Rack

7) Nettling Imp, Sorceress Queen, and Sengir Vampire.

Force a target creature to attack, make it 0/2, then destroy it with a Sengir and give it a +1/+1 counter.

K. Bielen  
M. Hartshorn  
Linden, NJ

#### Dear Scrye,

Was just perusing through Scrye #6 and ran across your MONDO COMBOS section. Would like to share one of my favorite combos... One of my favorite combos is Flood with Royal Assassin. Nettling Imp works just as well with Flood, although I've since replaced it with the Ice Age version of the Imp. If one really wanted to expand, they could put Radjan Spirit in the deck, then anything that flies could be a legitimate target also.

J. Millard  
Sheridan, OR

#### Hey Scrye,

Here are some nasty combos

1) Lure on a Cockatrice or Thicket

2) Fork an Icatian Town

3) Breeding Pit and Ebon Praetor

4) Icatian Town and Hand of Justice

5) Fork a Timetwister or Wheel of Fortune

6) Dwarven Demolition Team and Invisibility (think about it)

7) Traker and Sorceress Queen

8) Sleight of Mind  
Cleanse or Northern Paladin

9) Homruid Shaman with a few Royals (pray your opponent plays with green)

10) Ley Druids on Maze of Ith

11) Wrath of God than sacrifice Tormod's Crypt then All Howls Eve

12) Bottle of Suleiman and Reverse Polarity (now it's good both ways)

13) Make a Hyponic Specter unblockable with Dwarven

Warriors

14) Have a Kismet and a couple of Ley Druids out with Instill Energies on them. Cast Mana Short on your opponents turn then immediately pull out a stais.

Untap the lands with your Ley Bruids and all your opponents lands are tapped (KILLER!!!)

15) Use an Icy to tap your opponent's land with a Kudzu on it

16) Use an Icy to tap your opponent's that has Psychic Venom

17) Use your Archivan to bring back your Orb

18) Festival/Sirens Call

19) Living Artifact on a Jade Monolith

20) Blight on opponents land then tap it with an Icy

Sincerely,  
K. Pawloski  
Thousand Oaks, CA

#### Dear Scrye,

I only have one combo this time. Listen to this, mix breeding pit from Fallen Empires with thrull champion from Fallen Empires. This is great! When you put the thrull champion into play all thrulls gain +1/+1. Then bring in breeding pit. All the thrull tokens gain +1/+1. Then you can attack the opponent mercilessly.

Sincerely,  
M. Moritz  
P.S. Watch out for rip offs in the market. Thanks.

#### Dear Scrye,

Here are some combos that I think are wicked: Armageddon—CoP Art, Martyrs of Korlis, or Reverse Polarity CoP Green & Channel—Rock Hydra, Disintegrate, or Fireball, etc. (Only in Ante) Bronze Tablet—



Copy Artifact Force of Nature (If your opponent has it out) — Armageddon Fungal Bloom— Elvish Farmer or Thorn Thallid

Sincerely,  
M. Holt  
Bothegda, MD

#### Dear Scrye,

I am a dedicated player to Magic: TG and put a lot of effort into creating combos that work well. A couple that will help creature elimination decks are: Icy Manipulator with Royal Assassin. Any enchant creature, Rames Overdark and Skull of Orm (enchant opponents creatures, destroy them with Rames and get the enchantment back). Spinal Villain with Thoughtlace (if you have more than one villain, Sea King's blessing works well). Merfold assassin with war barge.

A couple other combos are: Elves of deep shadow, spirit link, under-world dreams, and a brain geyser (elves with spirit link provide enough mana to do a lot of damage with the brain geyser), whippoorwill with fear, and finally Armageddon clock with reverse polarity or Martyrs of Korlis. I hope to see your next issue soon.

Sincerely,  
M. Conboy  
Minneapolis, MN

#### Dear Scrye,

I would like to say that your magazine is great. From upcoming products to your great price guide, you put on a great publication. I think you could aim more toward Magic players and not collectors. What I would like to suggest is maybe a Magic: TG card combos or hints section. In fact, I have thought of a few of my own: Lord of the Pit in conjunction with a Homarid Spawning Bed or a Breeding Pit. A Mana Flare a Braingeyser and the Howling Mine. (That ought to speed the game up a bit!) Any Rampaging creature (from Legends) with Lure and a Regeneration. Aladdin's Lamp with a Animate Artifact (10/10 creature!) Magnetic Mountain and a Sleight of Mind (make it any color you want). A Marsh Viper and a Instill Energy. A Bottle of Suleiman with a Reconstruction and a Reverse Polarity. Paralyze a Serra Angel then use a Nettling Imp (bye, bye Serra!) A Bunch of Mons' Goblin Raiders and a couple Keldon Warlords. Dingus Egg and about ten Stone Rains. Regeneration on

a Deep Spawn. Seasinger with Phantasmal Terrain. Unstable Mutation with a Disenchant (Easy permanent +3/+3). Icatian Moneychanger with a Regeneration. Every Ward on a Veteran Bodyguard, and a Regeneration. Well, I hope you take my advice, and I hope you like my combos! That's all folks!

Sincerely,  
B. Novak  
Almond, WI

#### Dear Scrye,

....I might as well finish this up with a combo. Here it is Alladin's



Lamp, Animate Artifact, Thoughtlace, and Homarid Spawning Bed. Cool, huh? Thanks, S. Neidenbach Columbia, MD

Magic: My best fun is with a white/black hand featuring: Northern Paladin and 2

Deathlaces (Kills bugs fast!)

2 Demonic Hordes and Jandor's Saddlebags (3 land/turn?)

Also with above:

Ankh of Mishra and Dingus Egg (Paralyzed Poison in one blow!)

Thanks guys!  
W. Knight  
London, Ontario, Canada

#### Dear Scrye,

Breeding Pit and Lord of the Pit - a destructive combination.

1) Touch of Darkness - Cleanse (works great in multi-player games)

2) Gauntlets of Chaos - Demonic Hordes (most effective if opponent doesn't play back)

3) Howling Mine - Phyrexian Gremlins (Use gremlins to tap the time at end of your turn)

4) C.O.P. Artifacts - Armageddon Clock

C. B.  
Peru, IL

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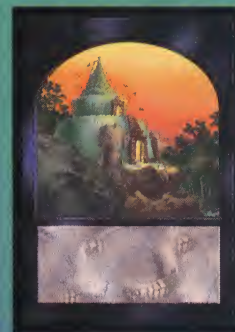
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# Tapping The Knowledge Vault

by John Sanders

Dear Scrye,  
Will this combo work? You have out a Maze of Ith with Wild Growth on it and a Ley Druid. The Ley Druid attacks. You use the Maze of Ith to untap it, giving you a Mana (from the Wild Growth). Then you tap the Ley Druid to untap the Maze of Ith. Then the cycle starts over. But is the Ley Druid now considered an attacking creature?

C. Dobbins  
Pittsburgh, PA

Aha! You can only declare ONE attack (with as many creatures as you want) per turn. You can't attack with the Ley Druid again. The Maze of Ith untaps a creature, and that creature doesn't do or receive any damage from combat, but it still attacked. So, even if he was the only thing you attacked with, you still declared an attack that turn. So the combo works, but it only works once.

Dear Scrye,  
My playgroup is a group of avid Spellfire players and we have discovered many loopholes in the game. We have made custom rules to solve some of them but there is one hole we just can't help but argue about every time the conflict arises. The question is: Can you play a calm card on a transformation? The problem is found in the rules of the cards. Calm reads: Cancels the effect of any bad event card. But Transformation reads: all players immediately discard their hands and draw 5 new cards, since transformation is immediate does it take precedence over a calm? Many thanks if you can

answer our questions.

J. Anderson  
Gurnee, IL

Any card which says it "cancels" another actually makes it go away without it taking effect. So, the answer is that Calm negates Transformation.

Dear Scrye,  
Can you use Sorriest Instants on your own creatures? Basically, I want to know if you could Lightning Bolt a Rukh Egg. Thanks!

Sincerely,  
S. Derby  
Hopkinton, MA

A spell which says "...any target creature" means that you can choose your opponent's creatures or your creatures. If it just says "any target", then you can aim it at creatures or players.

Scrye Experts,  
I have a question about a trample creature (e.g. Force of Nature) vs. Wall of Shadows or Uncle Istvan which have a clause that all damage done to them by creatures is reduced to zero. The way I understand the rules, the trample creature would trample over the Wall or Uncle and damage the opponent, in turn, they would reduce the damage done, but the Wall or Uncle would be unharmed. My friend insists that the Wall of Shadows would stop any amount of trample and that the trample would not go on to the opponent. This is the main argument between my friends and I about Magic:TCG.

My next question is about attacking with a protection from white creature (e.g. Black Knight) and someone directing that

damage to a Veteran Bodyguard. Would the Bodyguard not be able to take the damage from the Knight because of the protection from white? I would be very happy if you could answer these questions for me!

Sincerely,  
B. Wallin  
Clatskanie, OR

Creatures with the ability "...damage reduced to 0" will not receive any damage, period. It doesn't matter if it is First Strike or Trample, all the damage done to the creature is reduced to zip. So, no damage is done to your opponent if they block your Force of Nature with a Wall of Shadows.

OK, there are 4 things that Protection from Whatever gives a creature. Let's examine each of them in light of the problem you have. [excerpts from the Pocket Player's Guide]

"Any damage dealt to that creature by a source of that color is reduced to 0..."

The Veteran Bodyguard isn't dealing any damage to the Black Knight.

"...the creature cannot be blocked by creatures of that color."

This is important to your example. The Veteran Bodyguard is NOT blocking the Black Knight. The damage is done to you and then directed to the Bodyguard. Even though it may seem like it, the Bodyguard is not actually blocking the Black Knight, it's just taking the damage. "the creature cannot be the target of spells or effects of that color, though it can be effected by spells or effects that do not target it specifically..."

cally..."

Ok, this looks, at first glance, as if it meets your problem. The Bodyguard is white, and the Black Knight can't be affected by white effects. However, the Veteran Bodyguard is not targeting the Knight (specifically), the damage is being done to you, and then the Bodyguard is stepping in and taking the damage instead of you. (Think Simulacrum) "...enchancements..."

This just doesn't apply, since no enchancements are being played.

Hey Scrye,  
Is sacrificing an Instant? Next, when is damage allotted? Does a Drain Life, Channel, and Initiates of the Ebon Hand mean death to your opponent, no matter how much life they have?

J. Schechter

Sacrificing by using the Hoimarid Spawning Bed is an Instant. Using the special ability of any permanent you have in play is an Instant.

You can't Channel more life than you have.

Dear Scrye,  
All of the M:TCG players in my town had been arguing and debating on whether or not Walls are creatures - are they or are they not creatures?

Sincerely,  
K. Weir

Cooperstown, NY

Walls are creatures toooo! Yes, absolutely. Dear Scrye,  
When using Personal Incarnation if you use a Circle of Protection White and direct all damage to you, will it prevent the damage?

K. Ames

Canton, NY

Yup, as long as the source of the damage that hit the Incarnation was white. You see, the Personal Incarnation says "the source of the damage is unchanged". So if it was a red source, you need to use a red CoP. Dear Scrye,  
Do Rouge Borg Mercenaries need to be played in conjunction with another card, or what?

M. Kessler  
Austin, TX

Rogue Borg Mercenaries do not need to be played in conjunction with any other card. However, played with "Lore Returns" - which allows you to control Rogue Borg Mercenaries - it can be very powerful. A2: On tournament rules and other clarifications, keep your eye out for the ST:NG Player's Guide (by Brady Games) - which should be appearing sometime later this year.

Dear Scrye,  
Can you tell me what all of the Moxes do? Thanks for reading my letter.

J. Kolb  
Kitchener, Ontario

Mox gems are zero-cost Artifacts that you can tap to produce one Mana. The color of the Mana depends on the color of the Mox gem (black gems produce black, etc).

We'll tap the Knowledge Vault for you Too! Send your Questions to us and we'll go to the experts to get final rulings. Send letters to Scrye, Inc., 30617 US HWY 19 N., Ste. 700, Palm Harbor, FL 34684





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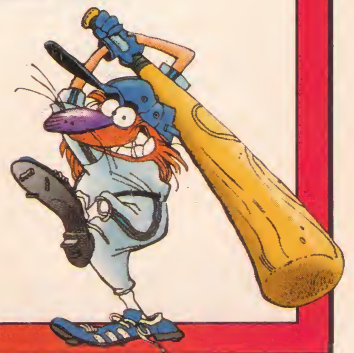
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# Card Collector

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## ICE AGE™

*So, you are back again, looking for, all of the industry secrets? Let me escort you past the high security zone and into the secluded offices of our Editors.*

*Here we are privy to the most up-to-date news from the industry at large. Proprietary information is stacked on the desks and lies carelessly scattered on the floor. Here are some of the latest secrets...*

### HOT OFF THE FAX!

#### ABSOLUTELY NOT TO BE MISSED!

Renton, Wash. (April 25, 1995) - Alongside Canada's inaugural National Magic: The Gathering tournament in Toronto this June, the world premier of cards from the next Magic expansion, Ice Age, will sizzle. Wizards

of the Coast, Inc., the publisher of the trading card phenomenon Magic, is holding its first-ever Ice Age sealed-deck tournament at the Canadian Comic and Card Spectacular, June 3-4. Ice Age is unique in being both a standard Magic expansion set and stand-alone game.

The tournament, which is not connected to the Canadian National Magic event, is expected to draw more than 1,000 curious competitors, even though it isn't sanctioned by Wizards of the Coast's Duelists' Convocation. "Since Ice Age won't officially be released until shortly after the tournament, this will be the first time players will have seen cards from the expansion," says Skaff Elias, Magic Brand Manager. As a result, security around the cards will be tight. Wizards of the Coast will use the Royal Canadian Mounted Police to guard and dispense the cards at the tournament.

There are a number of reasons Wizards of the Coast is holding the first Ice Age tournament at the Canadian Nationals. One is that the event coincides perfectly with the expansion's release date. "This is also a way of showing the world that Magic is indeed an international phenomenon," says Elias. Organizers expect that participants will particularly enjoy the challenge of playing with cards they've never seen. "In this tournament, skill will outweigh experience and card collection size," says Elias.

Because Ice Age is a stand-alone game, it will be sold in both Starter decks and Booster packs.

To participate in the Ice Age tournament, players must buy one Ice Age deck and two Boosters. Participants will compete for four prizes: a diamond-studded Ice Age medallion worth \$1,000, another worth \$750, and two worth \$500. Wizards of the Coast is planning several similar future competitions.

The Ice Age tournament will run at the same site as the Canadian National Magic tournament. The National event is expected to draw more than 1,000 players from Canada. The top players of the National tournament will advance to play at the World Title competition. A site for the world event hasn't been announced.

**FOR  
PRE-REGISTRATION  
INFORMATION  
PLEASE CONTACT:  
GREATER LAKES  
HOBBY CONVENTION  
416 944-3016**

See you all there! And watch for the M:TG Chronicles release in August... incorporating the Best of the '94 expansions into a booster pack release!



Illus. Drew Tucker



Illus. Quinton Hoover



Illus. Anson Maddocks



Illus. Brian Snoddy



Illus. Melissa Benson



Illus. Quinton Hoover



Illus. Pat Morrissey



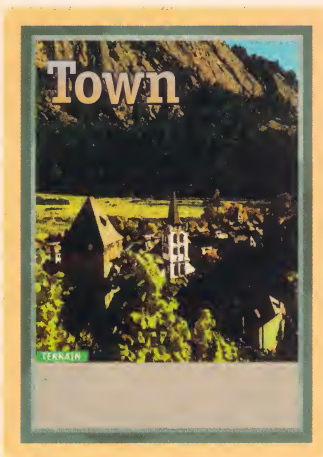
Illus. Daniel Gelon



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ALREADY  
RELEASED



## Super Nova -

The second game from Heartbreaker Hobbies & Games. Super Nova is a collectible trading card game of intergalactic expansion and conquest, where subtle humor clashes with violence. In Super Nova players start from their home worlds, discover new planets, and compete for control of other planets. Power is wielded militarily, diplomatically, and economically - with the occasional natural disaster thrown in. The player who that create the biggest empire is the victor! Super Nova also plays as a multi-player game and has an interesting selection of cards featuring spectacular planets, bizarre aliens, powerful ships, mercenaries and more! Future supplements will feature even more fantastic aliens, ships, planets and other specialty cards.

## SPIRIT OF THE PHARAOH

This is Future Promises major new cross-marketed, multi-media project focusing on an animated TV series produced in the adult comic style of The Dark Knight, Sandman or the more classic X-Men.

It tells the story of Ra'Mun, an ancient Egyptian pharaoh whose

spirit has been trapped in limbo for thousands of years by the vengeful god of chaos, Seth. When Dr. Kirk Blazer opens the long hidden sarcophagus, the spirit of the pharaoh is released into the present day and a gate is opened to the Netherworld through which Seth, enraged at the pharaoh's escape, attempts to wreak his revenge. So the battle begins! Inhabiting the body of world famous pop star, Raymond Randle, Ra'Mun roams the planet with the famed archeologist adventurer Dr. Kirk Blazer, Raymond's girlfriend, Marie, and the seductive Jade - daughter of evil immortality-seeking industrialist, Lord Welton. Their quest - to find the Book of Spells, scattered to

the four winds by Seth over 3000 years ago, which will allow Ra'Mun to finally defeat Seth and join his beloved Queen in the afterlife.

In the Spirit Of The Pharaoh collectible card game, you take the part of an adventurer in the world



of Spirit Of The Pharaoh as you help the heroes search for the lost Book of Spells which will help Ra'Mun defeat Seth.

The all-inclusive basic set is designed for 2-4 players and is followed by a booster pack named after the first episode, 'Escape From The Netherworld'. Further boosters will be released, named after each new episode, and will continue to expand the range. The basic set is scheduled for release in late June in the U.K. The cards draw on the extensive art and computer generated graphics used in the series and offer over 200 new pieces of specially commissioned art by the same artist. For further information on Spirit Of The Pharaoh, send a stamped addressed envelope (if you live in the UK) or a self-addressed envelope with an IRC

(available at all post offices) to: Future Promises - The Spirit Of The Pharaoh, 305 Grays Inn Rd, London, WC1 X8QE, UK. You will also be entered in a free drawing to win a copy of the animation



**Atlas/Trident:** *On The Edge*  
*On The Edge Unlimited*  
*Cut-Ups Expansion*

**Card Sharks:** *Super Deck!*

**Columbia Games:** *Dixie*

**Companion Games:** *Galactic Empires*  
*Galactic Empires Primary*  
*New Empires*

**Decipher:** *Star Trek: The Next Generation*  
*Star Trek:TNG Unlimited*

**Heartbreaker:** *Doomtrooper*  
*Doomtrooper-Inquisition*  
*Doomtrooper-Dutch Translation*

**Mag Force 7:** *Star of the Guardians*

**Medallion Games:** *Echelons of Fury*  
*Echelons of Fire*

**Steve Jackson Games:** *Illuminati: NWO*

**Thunder Castle Games:** *Towers in Time*

**TSR:** *Spellfire*

*Spellfire Expansions:* *Ravenloft*  
*Dragonlance*  
*Forgotten Realms*  
*Artifacts*

*Blood Wars*

*Blood Wars Expansion#1*

**Ultimate Games:** *Ultimate Combat!*

**U.S. Games Systems:** *Wyvern-Premiere*  
*Wyvern-Limited*

**Wizards of the Coast:** *Magic: The Gathering*

*Magic: The Gathering (Italian)*

*Magic: The Gathering (French )*

*Magic: The Gathering (German)*

*M:TG Expansions:*

*Arabian Nights* *Antiquities*  
*Legends* *The Dark*  
*Fallen Empires*

*Jyhad*

video. Please mention SCRYE Magazine. Deadline: June 10, 1995

Virtuality Entertainment have produced a Spirit Of The Pharaoh game for their latest generation of virtual reality units. It allows you to act as Ra'Mun, and with his magical Ankh, explore the temple of Seth, find treasures and battle Seth's lizardmen guards. [We do not yet have word when it will be offered to US retailers.]

## WILDSTORM

WildStorm Productions has been primarily known as a comic book publisher and as Jim Lee's branch of Image Comics. But in 1994, WildStorm ventured into



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# Card Collector

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the trading card business. This year WildStorm has decided the fast-growing world of collectible trading card games.

WildStorm: The Expandable Super-Hero Card Game will ship to comics and game retailers in August 1995. All of WildStorm's popular characters will be featured in the game, which will also contain surprise guest appearances by a number of non-WildStorm characters. Art for the cards will be provided by the entire WildStorm art team.

More than 120 characters in the game are drawn from the best-selling titles: Gen13, WildC.A.T.S., WetWorks, StormWatch, Deathblow, Union, Backlash, and Team 7. Villains and supporting characters appear as well as superheroes. The Starter decks will contain 60 cards, including approximately 45 common cards and three levels of less common cards, ranging from uncommon to super-rare. WildStorm expects 315 cards total in the first run, with more added later as expansion decks are issued.

WildStorm was designed by Jim Lee and Drew Bittner, with Matt Forbeck as a consultant. The rules were written by Matt Forbeck. Forbeck has an extensive background in the gaming field, having worked for White Wolf and I.C.E., while WildStorm's Bittner has done work for Steve Jackson and TSR.

## ATLAS GAMES NEWS

Arcana is an On the Edge expansion by John Nephew. Turning the ancient art of necromancy into a finely tuned science, the "Cabal" of self-styled psychics and sorcerers dine and share tall tales, in Arcana, the On the Edge expansion set coming in August 1995. The 150+ new cards of Arcana depict the mystical subculture of Al Amarja, a rich and dangerous witches' brew with everything from spoon-bending con

artists to immortal wizards, from psychic dolphins to the unfathomable and malevolent Nekroi who roam the Astral Plane.



## NEWS FROM DECIPHER...

Warp Packs are a 12-card mini starter set that was designed to offset card distribution limitations of Starter Decks. The Warp Pack will enable gamers with at least one Starter Deck to start playing at "warp speed." It will include white-border cards of seven missions covering all affiliations, a new non-aligned outpost (which any affiliation can use), and a few other new cards for everyone to enjoy (whether you are new to the game or an existing player). You should find these FREE at your local game store. Coupons will also be distributed so you can mail in for a free Warp Pack (by sending a SASE to Decipher) if you can't find one in your local store.

The Beta print run of Unlimited Cards is due to ship in June. The Beta print run will have some text changes to approximately 8 cards as well as a new copy-right notice on the face of each card (1995).

The first Star Trek: The Next Generation expansion is called Alternate Universe and is coming out in early August. It is a limited edition, black-bordered, 121 card set. About six weeks later it will be followed with an unlimited edition. Each pack has 15 cards and will retail for \$3.

About 25% to 30% of these

cards will be people and things which appeared in Next Generation, but were not from this universe (i.e. from time travel, other dimensions, fantasies, illusions, etc.). The balance of this expansion set will deepen the ST:CCG universe with more missions, events, dilemmas, interrupts,

## STAR WARS

etc. providing more variety and player interaction.

Finally, Star Wars! Where Star Trek is a mission oriented "quest" game, the Star Wars game involves more battles (just like the movies!).

Decipher will be the exclusive manufacturer of black-border cards in both the limited and unlimited versions (which will be differentiated by a special icon appearing on the face of the cards). Star Wars is scheduled for August/September release and will come in Starters and Boosters.

## STEVE JACKSON



## GAME NEWS

ILLUMINATI: NEW WORLD ORDER: EXPANSION SET #1: ASSASSINS

The first expansion set for Illuminati: New World Order will be released this summer! Assassins introduces a new Illuminati group to INWO, the Society of Assassins — the only group from the original Illuminati game not in the first INWO release, in approximately a 100-card set.

The Assassins Expansion Set will be Limited Edition and have the same card backs as all other INWO cards so they can be added to any deck. 8 card packs should be available in stores in August at \$1.49 per pack.

## ACCLAIM ANNOUNCES NEW MAGIC: THE GATHERING COMIC FALLEN EMPIRES

Acclaim Comics will publish a third new series, Fallen Empires - A Magic: The Gathering Miniseries scheduled to debut in May from Armada Comics.

Written by Acclaim Comic's Jeff Gomez and Wizards of the Coast's Kevin Maples, and penciled by Alexander Maleev, Fallen Empires is a two-issue miniseries that focuses on the foreshadowing of events found in Fallen Empires, one of the expansion sets of the tremendously popular fantasy adventure game

Magic: The Gathering. Armada's The Shadow Mage, Ice Age and Fallen Empires series' will incorporate the Magic: The Gathering game system into each storyline, including spells and spell combinations. In addition, covers to the Fallen Empires series will be painted by renowned Magic card artist Anson Maddocks. Cover price will be \$2.50 US. The story in the Fallen Empires comic focuses on the Urza/Mishra war, set forth in the Antiquities expansion card set and the Ice Age miniseries. As in all of Acclaim's Magic: The Gathering comics, each book will include a play-by-play analysis of the cards that are part of each issue. In addition, the first issue will include a pack of Fallen Empires cards.





# ICE AGE™

## ALL-NEW World Premiere Ice Age™ Sealed Deck Tournament

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Be the first  
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planeswalkers in the first  
all-new stand-alone trading  
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Grand Prize: Diamond-studded Ice Age Medallion, \$1,000 value  
Second Place Prize: Diamond-studded Ice Age Medallion, \$750 value  
Two Third Place Prizes: Diamond-studded Ice Age Medallion, \$500 value

Preregistration limited to 500. More than 250 slots available for on-site registration.

**MAGIC**  
The Gathering

Participation requires purchase of starter deck and two booster packs. This event is not sanctioned by the Duelists' Convocation. Deckmaster, Ice Age, and Magic: The Gathering are trademarks of Wizards of the Coast, Inc. Wizards of the Coast is a registered trademark of Wizards of the Coast, Inc. Illustrations by Edward Beard, Jr., Melissa Benson, Anson Maddocks, Pat Morrissey, and Brian Snoddy. © 1995 Wizards of the Coast, Inc.

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OF THE COAST



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TOP SECRET

## MARVEL OVERPOWER CARDGAME

### FLEER ENTERS THE RED HOT UNIVERSE OF CARD GAMING WITH INTRODUCTION OF MARVEL OVERPOWER

Fleer introduces the premier edition of Marvel OverPower, a trading card game featuring the heroes and villains of the Marvel Universe. The game, which includes three 55-card starter decks and 10-card booster packs, will be available in August. A sneak preview three-poster series will be available as an on-wrapper promotion on Marvel-Metal cards, which come out in late March.

"Get ready true believers, it's clobbering' time!" The Marvel OverPower Collectible Card Game enters the gaming arena this August. Fleer has taken the best from its trading card line — top quality original pencils with cutting edge CGI colorization and all your favorite Marvel characters — and wrapped it into a card game. By purchasing starter decks and booster packs, players customize a card deck consisting of a team off their favorite Marvel heroes and villains. Players then challenge their deck's ability against their opponent's.

Characters utilize strength, fighting, and energy capabilities as they square off against one another. Special ability cards for each character add real "Marvel flavor"... Need a little help? Pick up a mailbox and use that to enhance a head clunk or rip up a tree and bat your opponent into the next city. Play a teamwork strategy and benefit from a one-two punch.

The first player to knock out all the other player's characters or accomplish the *Marvel mission* wins the game. There are a number of different types of cards that enable a player to construct teams, enact super battles, attempt missions and adventures, recreate their favorite stories, and create all new exploits.

45 different characters from the Marvel universe are represented, each

with a card that has statistics corresponding to a particular hero's abilities, strengths, and weaknesses.

Over 200 special cards that comprise the super powers, special abilities, and other flavorful aspects of the heroes, are also available. The Heroes can use these objects to both attack and defend, and otherwise assist them in their struggles.

There are even cards that signify teamwork, special tactics, and tricky maneuvers to aid the heroes in the battles, and cards that allow the heroes to punch, kick, fire energy blasts, or weapons, attack and defend, and otherwise fight with each other. Watch for more details in the next issue of *Scrye*!

### GUARDIANS

FPG has announced their first venture into the collectible trading card game market with the release of *Guardians* this August. This game was created and developed by Keith Parkinson, well-known fantasy/gaming artist, and Luke Peterschmidt.

*Guardians* involves battle between warring armies, each under the protection of a Guardian. What really sets this card game apart is the collection of all new artwork by the top fantasy artists in the field: Don Maitz, Keith Parkinson, Mike Ploog, Brom and James Warhola.

Here's a taste of what the game is about: "Everything we know about the past is a lie. This game is a representation of an epic struggle between vast armies that occurred many years ago, here on earth. At that time there were several

### FOR INTERNAL USE ONLY!

*These games are Coming Soon...*

**Atlas/Trident Games:** *On The Edge Standard Edition*

**Black Dragon Press:** *Tempest of the Gods* (June)

**Cactus Game Design:** *Redemption* (July)

**Card Sharks:** *Super Deck! Expansion*

**Cardz Distribution:** *Hyborian Gates Card Game* (June)

**Columbia Games:** *Dixie: Shiloh Expansion* (May)

**Comico:** *Chrysalis: Borne of the Supernature* (June)

**Comic Images:** *Star Quest: The Regency* (Aug)

**Companion Games:** *Galactic Empires - German*

*Powers of the Mind* (July)

*Time Gates* (August)

*Advanced Technologies* (Nov)

**Daedalus Games:** *Shadowfist* (June)

*Combat in Kowloon* (August)

**Decipher Games:** *Star Trek:TNG Warp Pack* (April)

*Star Trek:TNG Alternate Universe* (August)

*Star Wars CCG* (Aug/Sept)

*Star Trek:TNG Q-Continuum* (Fall '95)

*Star Trek:TNG Holodeck Adventures* (Dec '95)

**Dementia 5:** *Apocryphy* (July)

**FPG:** *Guardians* (August)

**Heartbreaker/Target AB:** *The Crow CCG* (Summer '95)

*Goldeneye CCG* (Summer '95)

*Super Nova CCG* (Fall '95)

**Horizon Games:** *TBA* (3 releases) (Apr, Aug, Dec...)

**Isomedia:** *Legends of the Five Rings* (Sept)

**Marvel/Fleer:** *Overpower* (August)

**Mayfair Games:** *SimCity — The Card Game* (May)

**New Millennium:** *Battlelords* (July)

**Outer Earth:** *Moons Of Khadar* (July/Aug)

**Parker Brothers:** *Star Trek:TNG CCG 2-Player Set*

*Star Wars CCG 2-Player Set* (Dec)

**Precedence:** *Gridiron Fantasy Football* (Aug/Sept)

**Steve Jackson Games:** *Illuminati:NWO Unlimited*

*Illuminati Factory Set* (April)

**Thunder Castle Games:** *Highlander* (May)

*Towers in Time: Greek* (June)

**TSR:** *Blood Wars Expansion: Factols & Factions* (June)

*Spellfire: Powers* (August)

*Blood Wars Expansion: Powers & Proxies* (August)

*Dragon Dice Collectible Dice Game* (August)

**Ultimate Games:** *Ultimate Combat! Expansion* (Summer)

**U.S. Games Systems:** *Wyvern Expansion* (May)

**White Wolf Game Studios:** *Rage* (May)

**Wildstorm Productions:** *Wildstorm* (August)

**Wizards of the Coast:** *M:TG 4th Edition* (Apr/May)

*Magic: Ice Age Expansion* (May/June)

*Magic: Chronicles* (Aug)

*Vampire: The Eternal Struggle* (Aug)

*Vampire:TES Dark Sovereigns* (Aug)

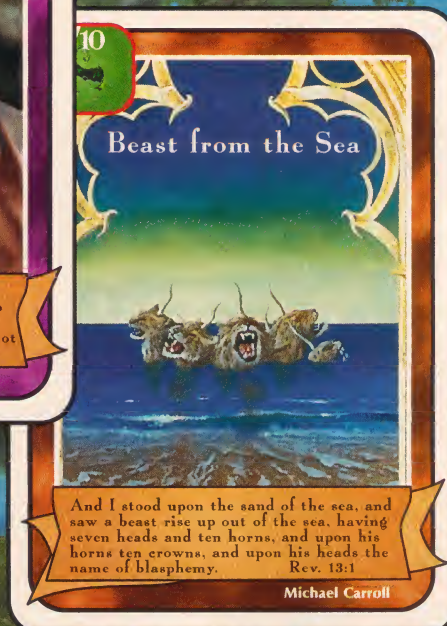


# It's Time for **Redemption™**

## The game of Redeeming the Lost.

Created by Rob Anderson

Redemption™ is an action packed collectable trading card game based on the Bible. Players lead a brave band of Heroes in a series of battles against the Forces of Darkness that are holding Lost Souls prisoner. Players win by rescuing the most Lost Souls. Cards are common, uncommon, and rare.



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# Card Collector

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Guardians whose influence could be felt. Many beings tapped into the awesome power of a Guardian for their own good, or maybe it was the Guardians' will that commanded them? We will never know for sure. Guessing the purpose of a Guardian is well beyond our self-limited capabilities.

Guardians will contain over 270 cards. Limited Edition Starter decks contain 60 cards and a rule-booklet and are priced at \$8.95 US. Booster packs contain 14 cards with a retail price of \$2.79 US.

## STAR QUEST: THE REGENCY WARS

The Collectible Science Fiction Card Game features the Art Of: Frank Frazetta, The Hildebrandts, Luis Royo, Ken Barr, Michael Whelan, William Stout, Vincent DiFate, Ron Walotsky, Joseph Petagno, David Martin, Ernie Colon, Jose Mendez, Nelson Periera, Steve Brown, Daerick Gross, Karl Koefed.

Comic Images explodes onto the collectible trading card gaming scene with it's science fiction blockbuster, Star Quest - The Regency Wars due for release in August. Comic Images has brought together today's

finest science fiction artists to illustrate the 325 card basic set of Star Quest - The Regency Wars. Fantastic renderings from top artists will transport each player to distant, unexplored worlds of wonder, or to battle sites in deep space where intrepid warships face the powerful amadas of alien invaders.

Designed by White Buffalo Games and produced by Comic Images, Star Quest - The Regency Wars is an ever-expanding adventure in which each player controls a Homeworld in one of five warring regencies of a shattered empire. Players use precious planetary resources to field troops and launch interstellar warships through a star gate in raids to capture the Homeworlds of their opponents. As Players maneuver for strategic, tactical, and political superiority, they must fend off enemy attacks and the many lethal hazards encountered in deep space.

Star Quest - The Regency Wars will be shipped in August in 53-card Starter decks and 15-card Booster foil packs (325 card basic series). Special randomly packed premium Homeworld cards, produced in various Comic Images specialty foils, will be available in all Starter decks. Also available in Booster packs will be randomly inserted game cards autographed by the artist.

The basic card set of Star Quest - The Regency Wars will be printed in English and German languages for distribution in North America and Europe.

## TEMPEST OF THE GODS

Tempest of the Gods is a collectible card game set in a world ravaged by the eternal struggle for religious supremacy. Each player acts as an avatar for the powers of Good, Evil, and/or Chaos, vying for control of the Mortal Plane.

The game begins with each player drawing and playing cards in order to build the foundation of their mythos. At first, only basic cards can be played, such as peasants, farmer, lowly priests and wizards, and lesser creatures. But as each player's hand increases in strength, they will be able to summon mighty champions outfitted from the stores of their temples, riding magical beasts into battle on the

ground, in the air and on the water—or summon the creations of the gods, monsters and fair creatures, horrifying gorgons and avenging angels. Shrines become desecrated, temples fall, and the faithful are scattered. Finally, when their enemies lie fallen at their feet, a victory emerges.

Tempest of the Gods is designed for two to six players (the average game with two players lasts about 45 minutes). A player wins by destroying his opponent's cards or by gathering enough followers to summon his deity into the Mortal Plane.

Tempest of the Gods includes artwork by Mark Poole, Doug Schuler, NeNe Thomas, Brad Williams, Lynne Hyde, Joel Poppleton, Matthew Yarro, Susan Van Camp, Jeff Menges, and others. The set consists of 270 cards with special inserts signed and numbered by

selected artists. Future expansion sets will include different pantheons, such as ancient Egyptian and Aztec mythology.

Starter Decks contain 70 cards and a rulebook. Boosters contain 15 cards. Cards come in four levels of rarity.

The object of the Tempest is to establish your deity's religion as the dominant power. You can accomplish this in one of three ways, convert your opponents to your deity, gain enough power to summon your deity to the Battleground, or destroy your opponents completely.

Black Dragon Press designed this game with collectors in mind as well as players. The first set will be a Limited edition, and can be identified as such by the gold colored border.

## CONVENTION CALENDAR

MAY 5 - 7, 1995

**GAMES SPECTACULAR IV**  
Exposition Center (Beursgebouw), Eindhoven - The Netherlands. Boardgames, RPG, Wargames, Miniature Wargames, Comics, Trading Card Games and much more. Contact: 999 Games, Rondeel 134, 1082 MH Amsterdam, The Netherlands. (011) 31 20 6445794, (011) 31 20 6460821 FAX

MAY 12 - 14, 1995

**PITTSBURGH COMICON II**  
Pittsburgh Expomart, Monroeville, PA  
200 Dealers, Over 100 Artists, Largest magic tournament in Pennsylvania with Special Guest. \$8 per day, \$20 (3-Day Pass). Contact: Michael George, 1002 Graham Ave., Windberg, PA 15963 (814) 467-4116

MAY 19 - 21, 1995

**THE EAST COAST HOBBY SHOW**  
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MAY 19 - 21, 1995

**GAYLIZCON VI**  
Radisson Niagara Falls Hotel, Niagara Falls, NY  
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MAY 19 - 21, 1995

**OASIS 8**  
Science Fiction & Fantasy Convention  
Variety of games including BattleTech, Magic: The Gathering, AD&D, Illuminati, art show, panels, videos, dealer's room, Andre Norton Scholarship charity Auction and a con suite Guest of Honor, Alan Dean Foster, Author and Barclay Shaw and Special Guest Mark Rogers. \$25 at the airport. Contact: Oasis, P. O. Box 940992, Maitland, FL 32794-0992, (407) 849-6350 ext. 341.

MAY 26 - 29, 1995

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MAY 27 - 28, 1995

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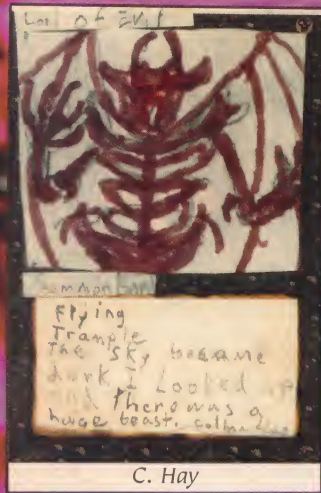
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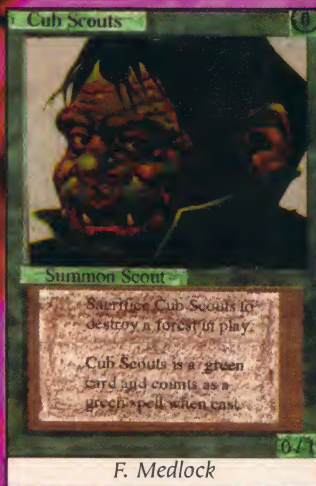
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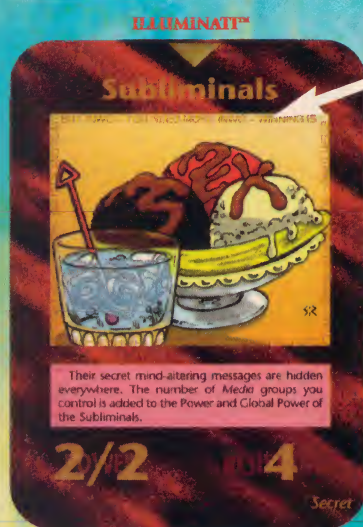


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on the  
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# Deck to Deck

decided that it was time to suggest an actual deck that will win you 90% of your games. I usually look at what problems I had with the last deck that I made and most of the time one of the problems was not getting creatures or not being able to keep them alive, so I eliminated all creatures from my deck. Then I thought about which cards eliminate characters and how I could make a deck with them, so I chose the Rack. Here is the deck that won me second place.

## 4 Rack

4 Counterspell  
4 Mind Twist (could be a problem with current restrictions)  
4 Hymn to Tourach  
Cursed Rack (Ant.)  
4 Disrupting Scepter  
4 Reverse Damage  
Eye for an Eye  
4 Spell Blast  
4 Power Sink  
4 Wrath of God  
3 Island Sanctuary  
4 Underground Sea  
3 Tundra  
3 Scrubland  
Library of Leng  
Jayemade Tome

Meekstone  
7 Swamp  
7 Island  
7 Plain

Sincerely

E. Brooks  
Barrington, IL

Dear Scrye,  
I have been collecting for about 6 months and here is what my deck looks like. The deck wins about 85 - 90% of the time.

18 Forest  
4 Scryb Sprites  
4 Llanowar Elves  
2 Tranquility

Sincerely,

D. Williams  
Rochester, MN

Dear Honorable Scrye  
Personages,  
In defense of my favorite game, here are two deck formulas using common cards with one or two one dollar cards thrown

## 1 Tracker

1 Carnivorous Plant  
1 Living Wall  
1 Instill Energy  
3 Craw Wurm  
1 Bronze Horse  
1 Niall Silvain  
4 War Mammoth  
2 Thicket Basilisk  
2 Wall of Ice  
2 Force of Nature  
1 Sol Ring  
1 Gaea's Liege  
1 Gaea's Touch  
1 Wooden Sphere  
2 Giant Spider  
1 Black Vise  
1 Regrowth  
1 Spitting Slug

in.

The black deck has 4 strategies: Discard, creature boosting, direct damage and creature destruction. The blue and green deck is a little more random (with the exception of Prodigal Sorcerer, Instill Energy and Thorn Thallid). The idea is to hold off your opponents creatures on a one-to-one basis while catching the initiative with Turbo Scryb Sprites and double hitting Prodigal Sorcerers. This deck has initiated people.

It is very easy and cheap to build multi-colored decks because of the greater variety of card combinations and they are very unpredictable and hard to counter. Imagine 4 Scryb Sprites, 4 Bog Imps, 4 Mesa Pegasus, 4 Emerald Dragonfly and 4 Vampire Bats! Now, how should one enchant them...

## BLACK DECK

Necrite x 4  
Armor Thrull x 4  
Basal Thrull x 4  
Mindstab Thrull x 4  
\*Bog Imp x4  
Hymn to Tourach x 4  
Fear x 4  
Soul Exchange x 4  
Drain Life x 4  
Unholy Strength x 4  
Swamp x 20

(\* If possible, use Hypnotic Spectre to compliment Hymn to Tourach)

## GREEN AND BLUE DECK Scryb Sprites or Emerald

Dragonfly x 4  
Giant Spider x 2  
Craw Wurm x 1  
War Mammoth x 1  
Thorn Thallid x 4



Phantom Monster x 1  
Wall of Air x 1  
Prodigal Sorcerer x 4  
Phantasmal Forces x 1  
Regeneration x 4  
Instill Energy x 4  
Giant Growth x 4  
Unstable Mutation x 4  
Power Sink x 4  
10 Forest  
10 Island

Sincerely,

K. Woods

Have a favorite deck? Why not share it with us and other readers... Send your deck construction to: SCRYE, INC. 30617 US HWY 19N., STE. 700, PALM HARBOR, FL 34684 Attention: The Deck Exchange



Dear Scrye,  
Here's a recipe for a fairly inexpensive (no out-of-prints) blue/white/green deck.

4 Serra Angel  
4 Clone  
4 Counterspell  
4 Control Magic  
4 Disenchant  
4 Birds of Paradise  
4 Instill Energy  
1 Stasis  
2 CoP: Red  
4 Swords to Plowshares

Appropriate basic or dual lands and remember, no life, no cash, no sleep, just Magic

Thanks  
C. Grafer

Dear Scrye,  
Reading your Scrye, I





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# SCRYE

## PRICE GUIDE

### HOW TO USE THE PRICE GUIDES...

Scrye is one of the most accurate and current sources of Game Card prices. This price guide was designed to address the needs of the novice and avid collector. The prices in the guide have been obtained from regional retail outlets across the country, to give you the most accurate picture of the current market trends, and to supply you with a frame in which your collection can be judged.

### ONLY A GUIDE...

Scrye listings are to be used only as a guide. Prices contained in the card lists do not represent an offer by the staff, regional advisor or support retailer, to buy or sell.

### THE NUMBERS

The SCRYE price system is based on quartiles. We give you three figures, not to confuse you but to allow you to see the cards which have wide regional ranges and the cards which are firmly set in a certain range.

### QUARTILES

Between 1 and 100 there are 3 quartiles: 25% 50%, and 75%. The prices in Scrye show the Upper Quartile (75%) and the Lower Quartile (25%). The Scrye prices therefore represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the High Price and 25% were lower than the Low price. The Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The Median is similar to the average but is a bet-

ter representation of the value because it is less affected by large variations in prices than a simple average would be.

### THE PRICES

The Upper and Lower Quartiles give a good indication of the validity of the Median price. A large difference between the quartiles and the Median indicates that there is a considerable variation in prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was great. If the High and Low Quartiles are very close in price to the median, then the range is very small. The Arrows denote a change in the Median price from the previous issue.

### CODES FOR MAGIC: THE GATHERING

#### Color

A: Artifact

B: Black

Be: Beige/Colorless

G: Green

Gld: Gold

R: Red

U: Blue

W: White

#### Rarity

Note: Some sets are only made up of Uncommon and Common cards, in the Scrye guide type U1 commons are called R and Type C1 Commons are noted as U.

C: Common

U: Uncommon

R: Rare

#### Type

Art: Artifact

ACr: Artifact Creature

C: Continuous

DL: Dual Land

E: Enchantment

EAr: Enchant Artifact

ECr: Enchant Creature

EL: Enchant Land

Ins: Instant

Int: Interrupt

L: Land

Leg: Legends

LL: Legendary Land

M: Mono (Magic)

P: Poly

Sor: Sorcery

Sum: Summon

### CODES FOR SPELLFIRE

#### Rarity

C: Common

U: Uncommon

R: :HoldingRare

Al: Ally

Cl: Cleric

Dr: Dragon

Ev: Event

H: Holding

He: Hero

RLM: Realm

W: Wizard

Wr: Warrior

### CODES FOR JYHAD

#### Rarity

C: COMMON

U: UNCOMMON

R: RARE

POA: POLITICAL ACTION

V: VAMPIRE

#### TYPE

AC: ACTION

ACM: ACTION MODIFIER

Al: ALLY

BR: BRUJAH

CA: CAITIFF

Co: COMBAT

Eq: EQUIPMENT

GA: GANGREL

Ju: JUSTICAR

LOC: LOCATION

MA: MALKAVIAN

MA: MASTER

MLE: MELEE

NO: NOSFERATU

OOT: OUT-OF-TURN

Pm: PIMOGEN

Pn: PRINCE

PO: POLITICAL

POA: POLITICAL ACTION

RE: RETAINER

REA: REACTION

SK: SKILL

TO: TOREADOR

TR: TREMERE

UQ: UNIQUE

VCL: VEHICLE

VE: VENTRUE

WPN: WEAPON

#### DESCRIPTION

NOTE: THIS INCLUDES THE SKILLS NEEDED TO USE CERTAIN CARDS, AS WELL AS SKILLS KNOWN BY VARIOUS VAMPIRES.

CAPITALIZATION OF ANY OF THE FOLLOWING SKILLS REPRESENTS THE SUPERIOR USE OF THAT ABILITY.

AN: ANIMALISM

AU: AUSPEX

CE: CELERITY

DO: DOMINATE

FO: FORTITUDE

OB: OBFUSCATE

PO: POTENCE

PR: PRESENCE

PT: PROTEAN

TH: THAUMATURGY

Note: Capitalization of any of the above disciplines represents the superior use of that ability.

### CODES FOR STAR TREK: THE NEXT GENERATION

Art: Artifact

Dil: Dilemma

Equ: Equipment

Ev: Event

Int: Interrupt

M-Fed: Mission - Federation

M-K/F: Mission - Klg/Fed

M-Klg: Mission - Klingon

M-R/F: Mission - Rom/Fed

M-R/K: Mission - Rom/Klg

M-R/K/F: Mission - Rom/Klg/Fed

M-Rom: Mission - Romulan

Out: Outpost

P-Fed: Personnel - Federation

P-Klg: Personnel - Klingon

P-NA: Personnel - Non-Aligned

P-Rom: Personnel - Romulan

S-Fed: Ship - Federation

S-Klg: Ship - Klingon

S-NA: Ship - Non-Aligned

S-Rom: Ship - Romulan



# SCRYE

## GRADING GUIDE

This simplified grading guide gives basic categories for the condition of game cards and applies to all of the Collectible Trading Card Games. Scrye card prices are based on Near Mint or Mint condition cards.

*Note: that most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.*

### MINT

This is a card that is perfect in every way.

### Near Mint

This (probably) unplayed card shows almost no wear and may have a few minor scratches or slight marks on the card's edges. In general, collectors seek only Mint and Near Mint cards.

### FINE

This card has obviously been played, but not heavily. It lacks marks that would make it easily identifiable. It definitely has some minor scratches and/or less than perfect edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close-up.

### GOOD

This card has a played look to it. It will have white showing on three

or four edges on both faces. This card may also have more than 1/16" depth of white showing on an edge on the back face of the card. It may also be a card that looks like a Near Mint card except that it has one distinguishing wear feature, such as slight tear, or an easily identifiable crease. It may also have permanent black marks from dirt. It is only acceptable for play if it cannot be easily identified from the other cards of the playdeck.

### POOR

Any card in less than Good condition.

### MISPRINTS & ERRORS

If a card is, for example, mangled by the factory, such as being irregularly cut or crunched by the flow wrap machine, it often has no value. If a card has a text/icon/art error that is later corrected, it may have a premium value.

### AUTOGRAPHED CARDS

So far, an autograph has not lowered a card's value and to some people, increases the card's value. A card autographed by the game's designer is definitely of more value. A card autographed and augmented by the game's designer is even better!

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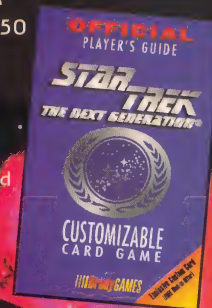
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## PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Ancestral Recall	U	Ins	R	101.25	80.00	68.50	Elvish Archers	G	Sum	R	16.00	15.00	13.00
Animate Artifact	U	EArt	U	4.00	3.00	3.00	Evil Presence	B	EL	U	4.00	3.00	3.00
Animate Dead	B	EDCr	U	5.00	4.00	3.00	False Orders	R	Ins	C	10.00	8.00	6.00
Animate Wall	W	EW	R	10.50	10.00	9.50	Farmstead	W	E	R	10.00	10.00	9.00
Ankh of Mishra	A	C	R	10.50	10.00	9.50	Fastbond	G	E	R	10.25	9.00	8.70
Armageddon	W	Sor	R	15.00	15.00	12.50	Fear	B	ECr	C	2.00	1.50	1.00
Aspect of Wolf	G	ECr	R	13.00	13.00	11.50	Feedback	U	EE	U	4.00	3.80	1.50
Bad Moon	B	E	R	14.75	13.00	12.00	Fire Elemental	R	Sum	U	4.80	4.00	3.20
Badlands	B/R	DL	R	18.50	15.00	12.00	Fireball	R	Sor	C	2.00	1.80	1.00
Balance	W	Sor	R	14.50	12.50	11.00	Firebreathing	R	ECr	C	1.50	1.30	0.60
Basalt Monolith	A	M	U	5.00	5.00	4.00	Flashfires	R	Sor	U	3.90	3.50	3.10
Bayou	B/G	DL	R	16.25	15.00	12.00	Flight	U	ECr	C	1.50	1.30	0.60
Benalish Hero	W	Sum	C	2.00	1.50	0.50	Fog	G	Ins	C	1.50	1.00	0.60
Berserk	G	Ins	U	30.00	28.00	25.00	Force of Nature	G	Sum	R	30.00	25.00	25.00
Birds of Paradise	G	Sum	R	17.00	14.00	14.00	Forcefield	A	P	R	125.00	92.50	78.75
Black Knight	B	Sum	U	6.00	5.00	4.00	Forest Path	G	L	C	1.00	0.80	0.50
Black Lotus	A	M	R	275.00	250.00	200.00	Forest Rocks	G	L	C	1.00	0.80	0.50
Black Vise	A	C	U	5.80	5.00	5.00	Fork	R	Int	R	25.25	18.75	15.75
Black Ward	W	ECr	U	3.80	2.80	2.00	Frozen Shade	B	Sum	C	1.50	1.30	1.00
Blaze of Glory	W	Ins	R	67.50	57.50	52.50	Fungusaur	G	Sum	R	16.25	13.25	11.00
Blessing	W	ECr	R	13.00	13.00	13.00	Gaea's Liege	G	Sum	R	21.50	20.00	17.50
Blue Elemental Blast	U	Int	C	1.50	1.30	0.60	Gauntlet of Might	A	C	R	125.00	90.00	85.00
Blue Ward	W	ECr	U	4.00	2.50	2.00	Giant Growth	G	Ins	C	1.50	1.30	0.60
Bog Wraith	B	Sum	U	5.00	4.00	3.10	Giant Spider	G	Sum	C	1.50	1.30	0.60
Braingeyser	U	Sor	R	13.25	13.00	12.00	Glasses of Urza	A	M	U	5.00	4.50	4.00
Burrowing	R	ECr	U	4.00	3.00	3.00	Gloom	B	E	U	5.00	4.70	3.40
Camouflage	G	Ins	U	25.00	13.00	12.00	Goblin Balloon Brigade	R	Sum	U	4.00	4.00	3.00
Castle	W	E	U	4.00	4.00	3.00	Goblin King	R	Sum	R	18.75	16.50	13.00
Celestial Prism	A	M	U	5.00	4.50	3.30	Granite Gargoyle	R	Sum	R	15.25	14.25	12.50
Channel	G	Sor	U	6.00	5.00	3.50	Gray Ogre	R	Sum	C	2.00	1.00	0.50
Chaos Orb	A	M	R	102.50	85.00	77.00	Green Ward	W	E	U	4.00	2.00	1.50
Chaoslace	R	Int	R	10.50	9.00	8.70	Grizzly Bears	G	Sum	C	2.00	1.00	0.50
Circle of Prot:Blue	W	E	C	1.50	1.00	0.60	Guardian Angel	W	Ins	C	1.50	1.50	0.50
Circle of Prot:Green	W	E	C	1.50	1.30	0.70	Healing Salve	W	Ins	C	1.50	1.50	0.60
Circle of Prot:Red	W	E	C	1.50	1.30	0.70	Helm of Chatzduk	A	M	R	13.25	9.50	4.60
Circle of Prot:White	W	E	C	1.50	1.00	0.60	Hill Giant	R	Sum	C	2.00	1.50	1.00
Clockwork Beast	A	Cr	R	12.25	12.00	11.00	Holy Armor	W	ECr	C	1.50	1.50	0.60
Clone	U	Sum	U	6.00	5.00	5.00	Holy Strength	W	ECr	C	1.50	1.50	0.50
Cockatrice	G	Sum	R	15.00	13.00	11.00	Howl from Beyond	B	Ins	C	1.50	1.30	0.60
Consecrate Land	W	EL	U	17.50	14.00	13.75	Howling Mine	A	C	R	16.00	13.00	11.75
Conservator	A	M	U	4.00	3.00	3.00	Hurloon Minotaur	R	Sum	C	1.50	1.30	0.60
Contract from Below	B	Sor	R	10.50	10.00	9.00	Hurricane	G	Sor	U	4.00	4.00	3.20
Control Magic	U	ECr	U	5.00	5.00	3.00	Hypnotic Specter	B	Sum	U	6.00	6.00	5.00
Conversion	W	E	U	4.00	3.50	3.00	Ice Storm	G	Sor	U	25.00	19.00	15.00
Copper Tablet	A	C	U	18.25	12.50	10.25	Icy Manipulator	A	M	U	90.00	65.00	53.00
Copy Artifact	U	E	R	11.00	10.00	9.10	Illusionary Mask	A	P	R	75.00	54.50	48.75
Counterspell	U	Int	U	6.50	5.00	5.00	Instill Energy	G	ECr	U	5.00	5.00	4.00
Craw Wurm	G	Sum	C	1.90	1.30	0.90	Invisibility	U	ECr	C	9.00	8.00	8.00
Creature Bond	U	ECr	C	2.00	1.50	0.50	Iron Star	A	P	U	4.00	3.00	2.00
Crusade	W	E	R	14.50	13.50	12.25	Ironclaw Orcs	R	Sum	C	5.50	4.00	4.00
Crystal Rod	A	P	U	4.00	4.00	2.00	Ironroot Treefolk	G	Sum	C	1.50	1.00	0.50
Cursed Land	B	EL	U	4.00	4.00	3.20	Island Blue	U	L	C	1.40	1.00	0.60
Cyclopean Tomb	A	M	R	100.00	72.50	68.75	Island Golden	U	L	C	1.00	0.80	0.50
Dark Ritual	B	Int	C	2.00	1.50	0.60	Island Sanctuary	W	E	R	15.00	14.00	8.00
Darkpact	B	Sor	R	10.00	10.00	10.00	Ivory Cup	A	P	U	4.00	3.00	3.00
Death Ward	W	Ins	C	1.90	1.50	0.60	Jade Monolith	A	P	R	11.50	10.00	9.50
Deathgrip	B	E	U	5.00	4.00	4.00	Jade Statue	A	M	U	19.50	15.00	15.00
Deathlace	B	Int	R	10.50	9.00	7.70	Jayemdae Tome	A	M	R	13.00	12.00	10.50
Demonic Attorney	B	Sor	R	10.00	9.00	9.00	Juggernaut	A	ACr	U	5.50	5.00	3.00
Demonic Hordes	B	Sum	R	25.00	22.00	10.00	Jump	U	Ins	C	1.50	1.00	0.50
Demonic Tutor	B	Sor	U	6.00	6.00	4.00	Karma	W	E	U	6.00	5.50	4.30
Dingus Egg	A	C	R	12.75	12.00	11.00	Keldon Warlord	R	Sum	U	6.00	6.00	4.00
Disenchant	W	Ins	C	2.00	2.00	1.00	Kormus Bell	A	C	R	10.50	10.00	9.50
Disintegrate	R	Sor	C	2.00	1.80	1.00	Kudzu	G	EL	R	10.00	10.00	9.20
Disrupting Scepter	A	M	R	10.75	10.00	9.50	Lance	W	ECr	U	4.00	4.00	3.20
Dragon Whelp	R	Sum	U	6.00	6.00	3.50	Ley Druid	G	Sum	U	3.00	3.00	3.00
Drain Life	B	Sor	C	1.90	1.30	0.60	Library of Leng	A	C	U	5.00	4.00	3.50
Drain Power	U	Sor	R	12.00	11.00	8.00	Lich	B	E	R	75.00	75.00	62.50
Drudge Skeletons	B	Sum	C	1.80	1.50	0.80	Lifeforce	G	E	U	3.90	3.30	3.00
Dwarven Demolition Team	R	Sum	U	20.00	12.00	10.75	Lifelace	G	Int	R	10.00	9.00	9.00
Dwarven Warriors	R	Sum	U	2.00	1.50	0.50	Lifetap	U	E	U	4.00	4.00	3.00
Earth Elemental	R	Sum	U	4.00	4.00	3.00	Lightning Bolt	R	Ins	C	2.00	1.40	1.00
Earthbind	R	ECr	C	1.50	1.30	0.60	Living Artifact	G	EArt	R	12.25	12.00	11.00
Earthquake	R	Sor	R	13.00	12.00	11.00	Living Lands	G	EL	R	12.75	12.00	10.75





ALPHA

# PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Living Wall	A	ACr	U	4.80	4.00	3.20	Sengir Vampire	B	Sum	U	9.80	7.00	6.20
Llanowar Elves	G	Sum	C	1.50	1.00	1.00	Serra Angel	W	Sum	U	15.00	13.00	10.00
Lord of Atlantis	U	Sum	R	17.25	17.00	15.75	Shanodin Dryads	G	Sum	C	1.50	1.00	0.60
Lord of the Pit	B	Sum	R	25.00	20.75	19.00	Shatter	R	Ins	C	1.50	1.30	1.00
Lure	G	ECr	U	5.00	5.00	5.00	Shivan Dragon	R	Sum	R	40.00	40.00	32.00
Magical Hack	U	Int	R	14.25	13.50	11.50	Simulacrum	B	Ins	U	3.50	3.00	3.00
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Manabarbs	R	E	R	10.00	10.00	9.20	Sol Ring	A	M	U	6.00	5.50	4.30
Meekstone	A	C	R	13.50	12.00	10.75	Soul Net	A	P	U	4.80	4.00	3.20
Merfolk of the Pearl Tr	U	Sum	C	1.50	1.00	0.50	Spell Blast	U	Int	C	1.90	1.30	0.60
Mesa Pegasus	W	Sum	C	1.50	1.00	0.50	Stasis	U	E	R	11.00	10.00	10.00
Mind Twist	B	Sor	R	13.25	13.00	11.25	Steal Artifact	U	EArt	U	5.00	4.00	3.00
Mons's Goblin Raiders	R	Sum	C	1.50	1.00	0.50	Stone Giant	R	Sum	U	4.00	3.00	3.00
Mountain Blue	R	L	C	1.00	0.80	0.50	Stone Rain	R	Sor	C	2.00	2.00	1.00
Mountain Brown	R	L	C	1.00	0.80	0.50	Stream of Life	G	Sor	C	1.50	1.00	0.50
Mox Emerald	A	M	R	192.50	147.50	117.50	Sunglasses of Urza	A	C	R	12.75	12.00	10.75
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Natural Selection	G	Ins	R	60.00	50.00	45.00	Terror	B	Ins	C	2.00	2.00	1.10
Nether Shadow	B	Sum	R	11.50	10.00	9.50	The Hive	A	M	R	14.50	13.00	11.50
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Nevinyrral's Disk	A	M	R	12.25	12.00	10.75	Thoughtlace	U	Int	R	10.75	10.00	8.20
Nightmare	B	Sum	R	29.00	25.00	24.50	Throne of Bone	A	P	U	4.00	3.50	2.20
Northern Paladin	W	Sum	R	20.50	20.00	17.25	Timber Wolves	G	Sum	R	13.00	11.00	11.00
Obsidian Golem	A	ACr	U	5.00	4.00	3.00	Time Vault	A	M	R	90.00	60.00	45.00
Orcish Artillery	R	Sum	U	10.75	9.50	5.50	Time Walk	U	Sor	R	130.00	122.50	93.50
Orcish Oriflamme	R	E	U	17.75	15.50	7.50	Timetwister	U	Sor	R	100.00	90.00	79.00
Paralyze	B	ECr	C	1.50	1.30	0.60	Tranquility	G	Sor	C	1.50	1.00	0.50
Pearled Unicorn	W	Sum	C	1.50	1.00	0.60	Tropical Island	B/G	DL	R	16.25	15.00	12.25
Personal Incarnation	W	Sum	R	16.25	16.00	14.25	Tsunami	G	Sor	U	4.00	4.00	3.20
Pestilence	B	E	C	1.50	1.00	0.60	Tundra	U/W	DL	R	15.25	15.00	12.25
Phantasmal Forces	U	Sum	U	4.00	4.00	3.20	Tunnel	R	Ins	U	4.00	4.00	3.50
Phantasmal Terrain	U	Sum	C	1.50	1.30	0.60	Twiddle	U	Ins	C	15.00	10.00	9.00
Phantom Monster	U	Sum	U	4.00	3.50	3.00	Two-Headed Giant	R	Sum	R	85.00	52.00	50.00
Pirate Ship	U	Sum	R	12.25	12.00	11.00	Underground Sea	B/U	DL	R	16.25	14.00	9.80
Plague Rats	B	Sum	C	1.70	1.00	1.00	Unholy Strength	B	ECr	C	2.00	1.50	0.50
Plains No Trees	W	L	C	1.00	0.80	0.50	Unsummon	U	Ins	C	3.10	2.00	1.10
Plains Trees	W	L	C	1.00	0.80	0.50	Uthden Troll	R	Sum	U	5.00	5.00	3.00
Plateau	R/W	DL	R	16.75	15.00	12.75	Verduran Enchantress	G	Sum	R	13.00	11.75	7.50
Power Leak	U	EE	C	1.50	1.00	1.00	Vesuvan Doppelganger	U	Sum	R	26.25	20.75	16.50
Power Sink	U	Int	C	1.50	1.00	1.00	Veteran Bodyguard	W	Sum	R	16.25	15.00	15.00
Power Surge	R	E	R	12.50	12.00	10.00	Volcanic Eruption	U	Sor	R	16.00	14.00	14.00
Prodigal Sorcerer	U	Sum	C	2.00	2.00	1.00	Wall of Air	U	Sum	U	5.00	5.00	3.50
Psionic Blast	U	Ins	U	17.25	12.50	9.80	Wall of Bone	B	Sum	U	5.00	3.00	3.00
Psychic Venom	U	EL	C	2.00	1.60	0.60	Wall of Brambles	G	Sum	U	3.90	3.00	2.30
Purelace	W	Int	R	10.50	9.00	7.90	Wall of Fire	R	Sum	U	3.80	3.00	3.00
Raging River	R	E	R	72.50	58.00	45.00	Wall of Ice	G	Sum	U	4.00	3.00	3.00
Raise Dead	B	Sor	C	1.50	1.00	0.50	Wall of Stone	R	Sum	U	3.50	3.00	3.00
Red Elemental Blast	R	Ins	C	1.80	1.50	0.60	Wall of Swords	W	Sum	U	4.50	4.00	4.00
Red Ward	W	ECr	U	3.80	2.50	2.00	Wall of Water	U	Sum	U	4.00	3.50	3.00
Regeneration	G	ECr	C	1.50	1.00	0.50	Wall of Wood	G	Sum	C	1.50	1.30	1.00
Regrowth	G	Sor	U	3.80	3.00	3.00	Wanderlust	G	ECr	U	3.00	3.00	3.00
Resurrection	W	Sor	U	4.00	3.00	3.00	War Mammoth	G	Sum	C	1.50	1.30	0.80
Reverse Damage	W	Ins	R	14.25	14.00	11.50	Warp Artifact	B	EArt	R	10.00	10.00	9.20
Righteousness	W	Ins	R	14.75	13.00	11.50	Water Elemental	U	Sum	U	4.60	3.00	3.00
Roc of Kher Ridges	R	Sum	R	10.25	10.00	9.20	Weakness	B	ECr	C	1.50	1.30	0.50
Rock Hydra	R	Sum	R	22.00	20.00	20.00	Web	G	ECr	R	14.00	12.00	10.00
Rod of Ruin	A	M	U	5.00	4.00	3.00	Wheel of Fortune	R	Sor	R	13.50	11.00	10.75
Royal Assassin	B	Sum	R	28.50	26.00	22.00	White Knight	W	Sum	U	5.00	5.00	3.50
Sacrifice	B	Int	U	4.00	3.00	3.00	White Ward	W	ECr	U	3.00	2.00	2.00
Samite Healer	W	Sum	C	1.50	1.00	0.60	Wild Growth	G	EL	C	1.50	1.30	0.50
Savannah	G/W	DL	R	16.25	15.00	12.25	Will-O-The-Wisp	B	Sum	R	16.50	15.00	13.00
Savannah Lions	W	Sum	R	12.25	11.00	9.50	Winter Orb	A	C	R	11.00	11.00	8.00
Scathe Zombies	B	Sum	C	1.50	1.30	0.60	Wooden Sphere	A	P	U	3.50	3.00	3.00
Scavenging Ghoul	B	Sum	U	4.00	4.00	3.00	Word of Command	B	Ins	R	73.75	65.00	61.00
Scrubland	B/W	DL	R	16.25	14.50	12.25	Wrath of God	W	Sor	R	15.00	13.75	11.75
Scrib Sprites	G	Sum	C	1.50	1.00	0.50	Zombie Master	B	Sum	R	15.50	15.00	15.00
Sea Serpent	U	Sum	C	1.50	1.00	0.50							
Sedge Troll	R	Sum	R	15.00	15.00	11.00							
TOTAL											4910.85	4084.00	3415.50





BETA

# PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Ancestral Recall	U	Ins	R	73.75	58.50	55.00	Evil Presence	B	EL	U	3.00	3.00	2.30
Animate Artifact	U	EArt	U	3.00	3.00	3.00	False Orders	R	Ins	C	8.00	6.00	4.00
Animate Dead	B	EDCr	U	3.30	3.00	2.00	Farmstead	W	E	R	9.20	8.00	6.00
Animate Wall	W	EW	R	8.80	8.00	6.30	Fastbond	G	E	R	8.30	8.00	6.00
Ankh of Mishra	A	C	R	8.50	7.50	6.50	Fear	B	ECr	C	1.00	1.00	1.00
Armageddon	W	Sor	R	11.50	10.50	8.00	Feedback	U	EE	U	3.00	3.00	1.10
Aspect of Wolf	G	ECr	R	10.25	10.00	8.00	Fire Elemental	R	Sum	U	3.00	3.00	2.00
Bad Moon	B	E	R	12.00	10.00	9.50	Fireball	R	Sor	C	1.00	1.00	0.80
Badlands	B/R	DL	R	13.00	12.00	10.00	Firebreathing	R	ECr	C	1.00	1.00	0.50
Balance	W	Sor	R	10.25	9.50	8.00	Flashfires	R	Sor	U	3.00	3.00	2.00
Basalt Monolith	A	M	U	3.50	3.00	2.00	Flight	U	ECr	C	1.00	1.00	0.50
Bayou	B/G	DL	R	12.50	11.00	10.00	Fog	G	Ins	C	1.00	1.00	0.50
Benalish Hero	W	Sum	C	1.00	1.00	0.50	Force of Nature	G	Sum	R	20.00	18.00	14.50
Berserk	G	Ins	U	30.00	25.00	20.00	Forcefield	A	P	R	96.25	72.50	61.00
Birds of Paradise	G	Sum	R	15.00	10.50	7.80	Forest Eyes	G	L	C	0.50	0.30	0.30
Black Knight	B	Sum	U	4.80	4.00	3.00	Forest Path	G	L	C	0.50	0.30	0.30
Black Lotus	A	M	R	237.50	187.50	150.00	Forest Rocks	G	L	C	0.50	0.30	0.30
Black Vise	A	C	U	4.00	3.50	2.50	Fork	R	Int	R	18.50	15.00	13.75
Black Ward	W	ECr	U	3.00	2.70	1.20	Frozen Shade	B	Sum	C	1.00	1.00	0.50
Blaze of Glory	W	Ins	R	55.00	40.25	40.00	Fungusaur	G	Sum	R	12.00	10.00	7.80
Blessing	W	ECr	R	11.00	10.00	7.50	Gaea's Liege	G	Sum	R	19.00	15.00	10.00
Blue Elemental Blast	U	Int	C	1.00	1.00	0.50	Gauntlet of Might	A	C	R	97.50	80.25	75.00
Blue Ward	W	ECr	U	3.00	2.70	1.00	Giant Growth	G	Ins	C	1.00	1.00	0.50
Bog Wraith	B	Sum	U	4.00	3.70	2.00	Giant Spider	G	Sum	C	1.00	1.00	0.50
Braingeyser	U	Sor	R	12.00	10.00	7.50	Glasses of Urza	A	M	U	3.50	3.00	1.80
Burrowing	R	ECr	U	3.00	3.00	2.00	Gloom	B	E	U	3.90	3.30	1.80
Camouflage	G	Ins	U	15.00	10.00	9.00	Goblin Balloon Brigade	R	Sum	U	3.00	3.00	2.30
Castle	W	E	U	3.00	3.00	1.90	Goblin King	R	Sum	R	15.00	13.00	9.50
Celestial Prism	A	M	U	4.00	3.50	2.00	Granite Gargoyle	R	Sum	R	11.00	10.25	8.30
Channel	G	Sor	U	4.00	3.30	3.00	Gray Ogre	R	Sum	C	1.00	1.00	0.50
Chaos Orb	A	M	R	78.75	67.00	52.50	Green Ward	W	E	U	3.00	3.00	1.00
Chaoslace	R	Int	R	8.40	8.00	3.80	Grizzly Bears	G	Sum	C	1.00	1.00	0.50
Circle of Prot:Black	W	E	C	1.00	1.00	0.50	Guardian Angel	W	Ins	C	1.00	1.00	0.50
Circle of Prot:Blue	W	E	C	1.00	1.00	0.50	Healing Salve	W	Ins	C	1.00	1.00	0.50
Circle of Prot:Green	W	E	C	1.00	1.00	0.50	Helm of Chatzduk	A	M	R	11.25	10.00	6.00
Circle of Prot:Red	W	E	C	1.00	1.00	0.50	Hill Giant	R	Sum	C	1.00	1.00	0.50
Circle of Prot:White	W	E	C	1.00	1.00	0.50	Holy Armor	W	ECr	C	1.00	1.00	0.50
Clockwork Beast	A	Cr	R	10.00	9.50	6.20	Holy Strength	W	ECr	C	1.00	1.00	0.50
Clone	U	Sum	U	5.00	4.00	3.00	Howl from Beyond	B	Ins	C	1.00	0.90	0.50
Cockatrice	G	Sum	R	11.25	10.00	8.00	Howling Mine	A	C	R	13.00	10.00	7.80
Consecrate Land	W	EL	U	14.75	11.00	10.00	Hurloon Minotaur	R	Sum	C	1.00	1.00	0.50
Conservator	A	M	U	3.00	3.00	1.90	Hurricane	G	Sor	U	3.00	3.00	2.30
Contract from Below	B	Sor	R	8.30	6.00	4.00	Hypnotic Specter	B	Sum	U	4.00	4.00	3.60
Control Magic	U	ECr	U	4.00	3.30	3.00	Ice Storm	G	Sor	U	17.00	15.00	11.00
Conversion	W	E	U	3.00	3.00	1.90	Icy Manipulator	A	M	U	70.00	55.00	40.00
Copper Tablet	A	C	U	11.50	9.00	8.00	Illusionary Mask	A	P	R	48.75	40.00	35.00
Copy Artifact	U	E	R	10.00	8.80	7.80	Instill Energy	G	ECr	U	3.00	3.00	2.50
Counterspell	U	Int	U	5.30	4.00	3.00	Invisibility	U	ECr	C	7.50	6.00	6.00
Craw Worm	G	Sum	C	1.00	1.00	0.50	Iron Star	A	P	U	3.00	3.00	1.40
Creature Bond	U	ECr	C	1.00	1.00	0.50	Ironclaw Orcs	R	Sum	C	4.50	3.50	2.30
Crusade	W	E	R	12.50	10.50	10.00	Ironroot Treefolk	G	Sum	C	1.00	1.00	0.50
Crystal Rod	A	P	U	3.00	3.00	2.00	Island Blue	U	L	C	6.00	0.80	0.30
Cursed Land	B	EL	U	3.00	3.00	2.00	Island Golden	U	L	C	0.50	0.30	0.30
Cyclopean Tomb	A	M	R	72.50	49.00	43.25	Island Red	U	L	C	0.50	0.30	0.30
Dark Ritual	B	Int	C	1.00	1.00	0.50	Island Sanctuary	W	E	R	9.50	3.80	0.40
Darkpact	B	Sor	R	8.30	7.30	4.00	Ivory Cup	A	P	U	3.00	3.00	1.00
Death Ward	W	Ins	C	1.00	1.00	0.50	Jade Monolith	A	P	R	8.80	7.00	5.50
Deathgrip	B	E	U	3.00	3.00	2.30	Jade Statue	A	M	U	15.00	10.50	10.00
Deathlace	B	Int	R	8.30	6.30	3.30	Jayemdae Tome	A	M	R	9.20	8.30	6.50
Demonic Attorney	B	Sor	R	8.30	6.00	4.00	Juggernaut	A	ACr	U	4.00	3.50	3.00
Demonic Hordes	B	Sum	R	18.00	15.00	9.40	Jump	U	Ins	C	1.00	1.00	0.50
Demonic Tutor	B	Sor	U	4.60	4.00	3.00	Karma	W	E	U	3.00	3.00	2.00
Dingus Egg	A	C	R	10.00	9.50	5.80	Keldon Warlord	R	Sum	U	5.00	4.00	2.00
Disenchant	W	Ins	C	1.00	1.00	0.70	Kormus Bell	A	C	R	9.50	8.00	8.00
Disintegrate	R	Sor	C	1.00	1.00	0.70	Kudzu	G	EL	R	9.30	7.00	5.00
Disrupting Scepter	A	M	R	8.50	8.00	5.00	Lance	W	ECr	U	3.00	3.00	1.30
Dragon Whelp	R	Sum	U	4.60	4.00	3.00	Ley Druid	G	Sum	U	3.00	3.00	1.60
Drain Life	B	Sor	C	1.00	0.90	0.50	Library of Leng	A	C	U	3.00	3.00	1.90
Drain Power	U	Sor	R	10.00	8.50	6.30	Lich	B	E	R	62.50	55.00	40.00
Drudge Skeletons	B	Sum	C	1.00	1.00	0.50	Lifeforce	G	E	U	3.00	3.00	2.00
Dwarven Demolition Team	R	Sum	U	14.00	9.00	8.50	Lifelace	G	Int	R	7.20	7.00	2.90
Dwarven Warriors	R	Sum	C	1.00	1.00	0.50	Lifetap	U	E	U	3.00	3.00	2.50
Earth Elemental	R	Sum	U	3.00	3.00	2.00	Lightning Bolt	R	Ins	C	1.00	0.90	0.70
Earthbind	R	ECr	C	1.00	1.00	0.50	Living Artifact	G	EArt	R	8.40	7.80	6.30
Earthquake	R	Sor	R	9.50	8.30	6.80	Living Lands	G	EL	R	9.00	8.00	7.10
Elvish Archers	G	Sum	R	10.00	9.00	7.00	Living Wall	A	ACr	U	3.00	3.00	1.80



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BETA

## PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Llanowar Elves	G	Sum	C	1.00	1.00	0.50	Serra Angel	W	Sum	U	11.25	10.00	8.00
Lord of Atlantis	U	Sum	R	14.75	12.00	9.50	Shanodin Dryads	G	Sum	C	1.00	1.00	0.50
Lord of the Pit	B	Sum	R	20.00	17.50	15.00	Shatter	R	Ins	C	1.00	1.00	1.00
Lure	G	ECr	U	4.00	3.80	3.00	Shivan Dragon	R	Sum	R	30.00	23.00	21.00
Magical Hack	U	Int	R	11.25	10.00	7.50	Simulacrum	B	Ins	U	3.00	3.00	2.00
Mahamoti Djinn	U	Sum	R	16.50	12.00	9.50	Sinkhole	B	Sor	C	10.00	8.00	6.00
Mana Flare	R	E	R	11.00	10.00	7.80	Siren's Call	U	Ins	U	3.00	3.00	1.80
Mana Short	U	Ins	R	10.50	9.00	7.50	Sleight of Mind	U	Int	R	12.00	11.00	8.50
Mana Vault	A	M	R	10.00	8.80	6.80	Smoke	R	E	R	10.00	8.00	6.00
Manabarbs	R	E	R	8.90	7.00	5.00	Sol Ring	A	M	U	4.00	4.00	3.00
Meekstone	A	C	R	10.25	9.00	7.00	Soul Net	A	P	U	3.00	3.00	2.30
Merfolk of the Pearl Tr	U	Sum	C	1.00	1.00	0.50	Spell Blast	U	Int	C	1.00	1.00	0.50
Mesa Pegasus	W	Sum	C	1.00	1.00	0.50	Stasis	U	E	R	8.50	8.00	7.50
Mind Twist	B	Sor	R	11.75	8.00	7.30	Steal Artifact	U	EArt	U	3.00	3.00	2.00
Mons's Goblin Raiders	R	Sum	C	1.00	1.00	0.50	Stone Giant	R	Sum	U	3.00	3.00	1.50
Mountain Blue	R	L	C	0.80	0.30	0.30	Stone Rain	R	Sor	C	1.00	1.00	0.90
Mountain Brown	R	L	C	0.50	0.30	0.30	Stream of Life	G	Sor	C	1.00	1.00	0.50
Mountain Green Sky	R	L	C	0.50	0.30	0.30	Sunglasses of Urza	A	C	R	10.00	9.00	6.50
Mox Emerald	A	M	R	125.00	100.00	87.50	Swamp High Branch	B	L	C	0.50	0.30	0.30
Mox Jet	A	M	R	125.00	100.00	87.50	Swamp Low Branch	B	L	C	0.50	0.30	0.30
Mox Pearl	A	M	R	125.00	105.00	88.75	Swamp Two Branch	B	L	C	0.50	0.30	0.30
Mox Ruby	A	M	R	125.00	100.00	88.75	Swords to Plowshares	W	Ins	U	4.00	3.00	2.00
Mox Sapphire	A	M	R	125.00	100.00	87.50	Taiga	G/R	DL	R	13.25	11.50	10.00
Natural Selection	G	Ins	R	45.00	40.00	32.00	Terror	B	Ins	C	1.00	0.80	0.50
Nether Shadow	B	Sum	R	11.00	9.00	7.00	The Hive	A	M	R	11.50	9.00	7.80
Nettling Imp	B	Sum	U	3.00	3.00	2.00	Thicket Basilisk	G	Sum	U	5.00	5.00	3.00
Nevinyrral's Disk	A	M	R	10.25	10.00	7.30	Thoughtlace	U	Int	R	8.80	5.00	4.00
Nightmare	B	Sum	R	25.00	21.00	20.00	Throne of Bone	A	P	U	3.00	3.00	1.30
Northern Paladin	W	Sum	R	16.75	15.00	12.25	Timber Wolves	G	Sum	R	10.00	8.00	7.00
Obsianus Golem	A	ACr	U	4.00	3.00	2.00	Time Vault	A	M	R	62.50	50.00	43.25
Orcish Artillery	R	Sum	U	3.00	3.00	3.00	Time Walk	U	Sor	R	100.00	76.25	57.50
Orcish Oriflamme	R	E	U	4.00	3.00	3.00	Timetwister	U	Sor	R	80.00	68.50	52.00
Paralyze	B	ECr	C	1.00	1.00	0.50	Tranquility	G	Sor	C	1.00	1.00	0.50
Pearled Unicorn	W	Sum	C	1.00	1.00	0.50	Tropical Island	U/G	DL	R	12.00	10.50	10.00
Personal Incarnation	W	Sum	R	13.75	12.00	9.50	Tsunami	G	Sor	U	3.00	3.00	2.00
Pestilence	B	E	C	1.00	0.80	0.50	Tundra	U/W	DL	R	12.75	11.00	10.00
Phantasmal Forces	U	Sum	U	3.00	3.00	2.50	Tunnel	R	Ins	U	3.00	3.00	2.60
Phantasmal Terrain	U	Sum	C	1.00	0.90	0.50	Twiddle	U	Ins	C	8.00	7.30	6.00
Phantom Monster	U	Sum	U	3.00	3.00	2.50	Two-Headed Giant	R	Sum	R	60.00	47.25	42.75
Pirate Ship	U	Sum	R	9.00	8.00	7.30	Underground Sea	B/U	DL	R	13.25	12.00	10.00
Plague Rats	B	Sum	C	1.00	1.00	0.70	Unholy Strength	B	ECr	C	1.00	1.00	0.50
Plains No Trees	W	L	C	0.50	0.30	0.30	Unsummon	U	Ins	C	1.00	1.00	0.50
Plains Pink Horizon	W	L	C	0.50	0.30	0.30	Uthden Troll	R	Sum	U	3.60	3.00	2.00
Plains Trees	W	L	C	0.50	0.30	0.30	Verduran Enchantress	G	Sum	R	10.25	8.50	5.80
Plateau	R/W	DL	R	15.50	12.00	10.00	Vesuvan Doppelganger	U	Sum	R	21.25	16.50	12.50
Power Leak	U	EE	C	1.00	1.00	0.50	Veteran Bodyguard	W	Sum	R	14.50	14.00	9.30
Power Sink	U	Int	C	1.00	1.00	0.50	Volcanic Eruption	U	Sor	R	12.00	11.00	7.10
Power Surge	R	E	R	10.00	9.00	8.00	Volcanic Island	U/R	DL	R	14.25	11.50	10.00
Prodigal Sorcerer	U	Sum	C	1.00	1.00	0.80	Wall of Air	U	Sum	U	3.30	3.00	2.00
Psionic Blast	U	Ins	U	15.00	10.00	9.50	Wall of Bone	B	Sum	U	3.00	3.00	2.00
Psychic Venom	U	EL	C	1.00	1.00	0.50	Wall of Brambles	G	Sum	U	3.00	3.00	1.50
Purelace	W	Int	R	8.50	6.00	3.90	Wall of Fire	R	Sum	U	3.00	3.00	2.30
Raging River	R	E	R	55.00	40.00	38.75	Wall of Ice	G	Sum	U	3.00	3.00	2.00
Raise Dead	B	Sor	C	1.00	1.00	0.50	Wall of Stone	R	Sum	U	3.00	3.00	2.00
Red Elemental Blast	R	Ins	C	1.00	1.00	0.50	Wall of Swords	W	Sum	U	4.00	4.00	2.80
Red Ward	W	ECr	U	3.00	2.50	1.00	Wall of Water	U	Sum	U	3.00	3.00	2.00
Regeneration	G	ECr	C	1.00	1.00	0.50	Wall of Wood	G	Sum	C	1.00	1.00	0.50
Regrowth	G	Sor	C	3.00	2.80	1.80	Wanderlust	G	ECr	U	3.00	2.50	2.00
Resurrection	W	Sor	U	3.00	3.00	2.00	War Mammoth	G	Sum	C	1.00	1.00	0.50
Reverse Damage	W	Ins	R	12.50	11.00	7.80	Warp Artifact	B	EArt	R	8.50	5.00	4.00
Righteousness	W	Ins	R	10.75	10.00	8.50	Water Elemental	U	Sum	U	3.00	3.00	2.00
Roc of Kher Ridges	R	Sum	R	9.90	8.80	7.00	Weakness	B	ECr	C	1.00	1.00	0.50
Rock Hydra	R	Sum	R	15.75	14.25	12.00	Web	G	ECr	R	11.00	9.00	6.50
Rod of Ruin	A	M	U	3.00	3.00	2.00	Wheel of Fortune	R	Sor	R	10.50	10.00	8.00
Royal Assassin	B	Sum	R	23.50	20.00	16.00	White Knight	W	Sum	U	4.00	3.00	3.00
Sacrifice	B	Int	U	3.00	3.00	2.00	White Ward	W	ECr	U	3.00	2.00	1.00
Samite Healer	W	Sum	C	1.00	1.00	0.50	Wild Growth	G	EL	C	1.00	1.00	0.50
Savannah	G/W	DL	R	13.50	11.50	10.00	Will-O-The-Wisp	B	Sum	R	12.75	10.00	9.00
Savannah Lions	W	Sum	R	10.00	8.00	7.80	Winter Orb	A	C	R	10.00	8.00	8.00
Scathe Zombies	B	Sum	C	1.00	1.00	0.50	Wooden Sphere	A	P	U	3.00	3.00	1.20
Scavenging Ghoul	B	Sum	U	3.00	3.00	2.00	Word of Command	B	Ins	R	67.50	56.25	48.50
Scrubland	B/W	DL	R	12.50	12.00	10.00	Wrath of God	W	Sor	R	12.75	10.00	8.00
Scryb Sprites	G	Sum	C	1.00	1.00	0.50	Zombie Master	B	Sum	R	14.25	11.50	8.80
Sea Serpent	U	Sum	C	1.00	0.70	0.50							
Sedge Troll	R	Sum	R	10.00	8.40	6.20							
Sengir Vampire	B	Sum	U	6.50	6.00	4.50							
							TOTAL				3693.60	3046.65	2460.20



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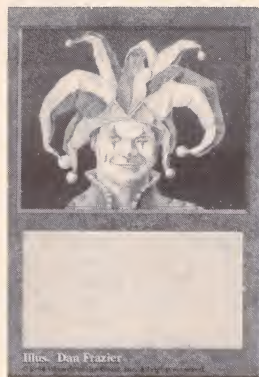
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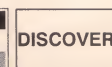
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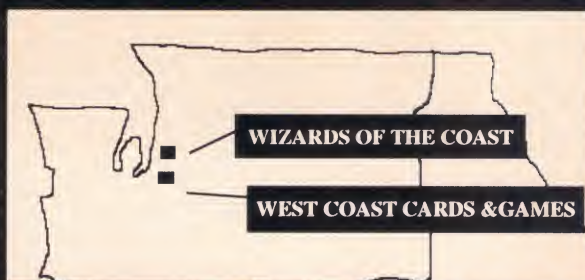
# PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Air Elemental	U	Sum	U	2.00	2.00	1.00	Evil Presence	B	EL	U	1.50	1.00	1.00
Ancestral Recall	U	Ins	R	50.00	45.00	35.00	False Orders	R	Ins	C	5.00	4.00	3.00
Animate Artifact	U	EArt	U	1.50	1.00	1.00	Farmstead	W	E	R	5.00	5.00	4.00
Animate Dead	B	EDCr	U	1.50	1.00	1.00	Fastbond	G	E	R	5.00	5.00	4.00
Animate Wall	W	EW	R	5.00	4.50	2.60	Fear	B	ECr	C	0.50	0.30	0.30
Ankh of Mishra	A	C	R	4.50	4.00	4.00	Feedback	U	EE	U	2.00	1.00	0.80
Armageddon	W	Sor	R	6.90	6.00	5.00	Fire Elemental	R	Sum	U	2.00	1.00	1.00
Aspect of Wolf	G	ECr	R	7.00	6.00	5.00	Fireball	R	Sor	C	0.50	0.50	0.30
Bad Moon	B	E	R	8.00	7.00	5.30	Firebreathing	R	ECr	C	0.50	0.30	0.30
Badlands	B/R	DL	R	8.00	7.50	6.00	Flashfires	R	Sor	U	2.00	1.50	1.00
Balance	W	Sor	R	6.00	5.00	4.00	Flight	U	ECr	C	0.50	0.30	0.30
Basalt Monolith	A	M	U	2.00	1.00	1.00	Fog	G	Ins	C	0.50	0.30	0.30
Bayou	B/G	DL	R	8.00	8.00	6.00	Force of Nature	G	Sum	R	12.25	11.50	10.00
Benalish Hero	W	Sum	C	0.50	0.30	0.30	Forcefield	A	P	R	66.25	50.00	45.00
Berserk	G	Ins	U	25.00	20.00	18.00	Forest Eyes	G	L	C	0.20	0.10	0.10
Birds of Paradise	G	Sum	R	7.00	6.00	5.00	Forest Path	G	L	C	0.20	0.10	0.10
Black Knight	B	Sum	U	3.80	2.80	2.00	Forest Rocks	G	L	C	0.20	0.10	0.10
Black Lotus	A	M	R	175.00	150.00	118.75	Fork	R	Int	R	15.00	10.00	9.10
Black Vise	A	C	U	3.00	2.00	1.50	Frozen Shade	B	Sum	C	0.50	0.30	0.30
Black Ward	W	ECr	U	1.00	1.00	0.80	Fungusaur	G	Sum	R	8.00	6.30	5.00
Blaze of Glory	W	Ins	R	40.00	30.00	22.00	Gaea's Liege	G	Sum	R	10.00	9.00	8.00
Blessing	W	ECr	R	6.90	6.00	5.30	Gauntlet of Might	A	C	R	80.00	70.00	60.00
Blue Elemental Blast	U	Int	C	0.50	0.30	0.20	Giant Growth	G	Ins	C	0.50	0.30	0.30
Blue Ward	W	ECr	U	1.00	1.00	0.50	Giant Spider	G	Sum	C	0.50	0.30	0.30
Bog Wraith	B	Sum	U	2.00	2.00	1.20	Glasses of Urza	A	M	U	2.00	1.00	1.00
Braingeyser	U	Sor	R	7.80	6.00	5.00	Gloom	B	E	U	2.00	1.80	1.00
Burrowing	R	ECr	U	1.00	1.00	1.00	Goblin Balloon Brigade	R	Sum	U	2.00	1.00	1.00
Camouflage	G	Ins	U	8.00	7.00	6.00	Goblin King	R	Sum	R	10.00	8.00	6.00
Castle	W	E	U	2.00	1.00	1.00	Granite Gargoyle	R	Sum	R	8.00	7.00	5.00
Celestial Prism	A	M	U	2.00	1.50	1.00	Gray Ogre	R	Sum	C	0.50	0.30	0.30
Channel	G	Sor	U	2.00	1.80	1.00	Green Ward	W	E	U	1.00	1.00	0.50
Chaos Orb	A	M	R	60.00	50.00	38.00	Grizzly Bears	G	Sum	C	0.50	0.30	0.20
Chaoslace	R	Int	R	5.00	3.00	3.00	Guardian Angel	W	Ins	C	0.50	0.30	0.30
Circle of Prot:Black	W	E	C	0.50	0.30	0.20	Healing Salve	W	Ins	C	0.50	0.30	0.30
Circle of Prot:Blue	W	E	C	0.50	0.30	0.20	Helm of Chatzuk	A	M	R	4.00	4.00	3.00
Circle of Prot:Green	W	E	C	0.50	0.30	0.20	Hill Giant	R	Sum	C	0.50	0.30	0.30
Circle of Prot:Red	W	E	C	0.50	0.30	0.20	Holy Armor	W	ECr	C	0.50	0.30	0.30
Circle of Prot:White	W	E	C	0.50	0.30	0.20	Holy Strength	W	ECr	C	0.50	0.30	0.30
Clockwork Beast	A	Cr	R	6.00	5.00	4.00	Howl from Beyond	B	Ins	C	0.50	0.30	0.30
Clone	U	Sum	U	3.00	2.50	2.00	Howling Mine	A	C	R	8.00	6.00	5.00
Cockatrice	G	Sum	R	8.00	6.00	5.00	Hurlloon Minotaur	R	Sum	C	0.50	0.30	0.20
Consecrate Land	W	EL	U	10.00	9.00	7.50	Hurricane	G	Sor	U	2.00	1.50	1.00
Conservator	A	M	U	2.00	1.00	1.00	Hypnotic Specter	B	Sum	U	3.00	2.80	2.00
Contract from Below	B	Sor	R	4.00	4.00	2.50	Ice Storm	G	Sor	U	12.00	10.00	8.00
Control Magic	U	ECr	U	2.50	2.00	2.00	Icy Manipulator	A	M	U	50.00	43.50	35.00
Conversion	W	E	U	2.00	1.00	1.00	Illusionary Mask	A	P	R	40.00	32.50	25.00
Copper Tablet	A	C	U	10.00	7.00	6.00	Instill Energy	G	ECr	U	2.00	1.50	1.00
Copy Artifact	U	E	R	6.00	5.00	5.00	Invisibility	U	ECr	C	5.00	5.00	5.00
Counterspell	U	Int	U	4.00	3.00	2.50	Iron Star	A	P	U	2.00	1.00	1.00
Craw Wurm	G	Sum	C	0.70	0.40	0.30	Ironclaw Orcs	R	Sum	C	3.00	2.30	1.80
Creature Bond	U	ECr	C	0.50	0.30	0.20	Ironroot Treefolk	G	Sum	C	0.50	0.30	0.30
Crusade	W	E	R	8.00	7.00	5.50	Island Blue	U	L	C	4.00	0.10	0.10
Crystal Rod	A	P	U	2.00	1.00	1.00	Island Golden	U	L	C	0.20	0.10	0.10
Cursed Land	B	EL	U	2.00	1.00	1.00	Island Red	U	L	C	0.50	0.10	0.10
Cyclopean Tomb	A	M	R	50.00	40.00	30.00	Island Sanctuary	W	E	R	4.00	2.00	0.20
Dark Ritual	B	Int	C	0.50	0.30	0.30	Ivory Cup	A	P	U	1.80	1.00	1.00
Darkpact	B	Sor	R	5.00	3.00	2.00	Jade Monolith	A	P	U	4.00	3.50	2.00
Death Ward	W	Ins	C	0.50	0.30	0.30	Jade Statue	A	M	U	10.00	9.00	8.00
Deathgrip	B	E	U	2.00	1.00	1.00	Jayemdae Tome	A	M	R	5.00	4.30	4.00
Deathlace	B	Int	R	5.00	3.00	2.50	Juggernaut	A	ACr	U	2.00	2.00	1.50
Demonic Attorney	B	Sor	R	4.00	3.00	2.50	Jump	U	Ins	C	0.50	0.30	0.20
Demonic Hordes	B	Sum	R	9.00	8.00	7.00	Karma	W	E	U	2.00	2.00	1.00
Demonic Tutor	B	Sor	U	3.00	2.50	2.00	Keldon Warlord	R	Sum	U	3.00	2.00	2.00
Dingus Egg	A	C	R	5.00	5.00	4.00	Kormus Bell	A	C	R	5.80	5.00	4.50
Disenchant	W	Ins	C	0.50	0.40	0.30	Kudzu	G	EL	R	4.00	4.00	2.50
Disintegrate	R	Sor	C	0.50	0.30	0.30	Lance	W	ECr	U	1.00	1.00	1.00
Disrupting Scepter	A	M	R	5.00	4.00	4.00	Ley Druid	G	Sum	U	1.50	1.00	1.00
Dragon Whelp	R	Sum	U	3.00	2.00	2.00	Library of Leng	A	C	U	2.00	1.50	1.00
Drain Life	B	Sor	C	0.50	0.30	0.30	Lich	B	E	R	45.00	40.00	30.00
Drain Power	U	Sor	R	7.00	5.00	3.50	Lifelorce	G	E	U	2.00	1.50	1.00
Drudge Skeletons	B	Sum	C	0.50	0.30	0.30	Lifelace	G	Int	R	5.00	3.00	3.00
Dwarven Demolition Team	R	Sum	U	9.50	6.50	5.00	Lifetap	U	E	U	2.00	2.00	1.00
Dwarven Warriors	R	Sum	C	0.50	0.30	0.30	Lightning Bolt	R	Ins	C	0.50	0.50	0.30
Earth Elemental	R	Sum	U	2.00	1.00	1.00	Living Artifact	G	EArt	R	5.00	4.50	4.00
Earthbind	R	ECr	C	0.50	0.30	0.20	Living Lands	G	EL	R	7.00	5.00	4.00
Earthquake	R	Sor	R	5.00	5.00	4.00	Living Wall	A	ACr	U	2.00	1.50	1.00
Elvish Archers	G	Sum	R	6.00	5.00	4.30	Llanowar Elves	G	Sum	C	0.40	0.30	0.30



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- ➔ #2. THAT'S APPROXIMATELY 1/2 THE  
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- ➔ #3. FULLY PLAYABLE. THE BACKS ARE  
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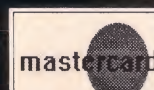
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ASK ABOUT OUR WEEKLY SPECIALS!







# UNLIMITED PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Lord of Atlantis	U	Sum	R	8.80	8.00	6.30	Serra Angel	W	Sum	U	8.00	6.00	6.00
Lord of the Pit	B	Sum	R	12.00	10.50	9.00	Shanodin Dryads	G	Sum	C	0.50	0.30	0.30
Lure	G	ECr	U	2.00	1.80	1.10	Shatter	R	Ins	C	0.90	0.30	0.30
Magical Hack	U	Int	R	7.00	7.00	6.00	Shivan Dragon	R	Sum	R	20.00	18.00	16.00
Mahamoti Djinn	U	Sum	R	9.50	8.00	7.00	Simulacrum	B	Ins	U	2.00	1.30	1.00
Mana Flare	R	E	R	7.00	6.00	5.00	Sinkhole	B	Sor	C	8.00	7.00	6.00
Mana Short	U	Ins	R	6.00	5.50	5.00	Siren's Call	U	Ins	U	1.00	1.00	0.50
Mana Vault	A	M	R	5.00	4.50	4.00	Sleight of Mind	U	Int	R	7.00	7.00	6.00
Manabarbs	R	E	R	5.00	4.50	4.00	Smoke	R	E	R	5.00	5.00	3.50
Meekstone	A	C	R	6.00	5.00	4.00	Sol Ring	A	M	U	3.00	2.00	2.00
Merfolk of the Pearl Tr	U	Sum	C	0.50	0.30	0.20	Soul Net	A	P	U	1.50	1.00	1.00
Mesa Pegasus	W	Sum	C	0.50	0.30	0.30	Spell Blast	U	Int	C	0.50	0.30	0.30
Mind Twist	B	Sor	R	6.40	6.00	5.00	Stasis	U	E	R	5.00	5.00	5.00
Mons's Goblin Raiders	R	Sum	C	0.50	0.30	0.30	Steal Artifact	U	EArt	U	2.00	2.00	1.00
Mountain Blue	R	L	C	0.20	0.10	0.10	Stone Giant	R	Sum	U	2.00	1.00	1.00
Mountain Brown	R	L	C	0.20	0.10	0.10	Stone Rain	R	Sor	C	0.50	0.30	0.30
Mountain Green Sky	R	L	C	0.10	0.10	0.10	Stream of Life	G	Sor	C	0.50	0.30	0.30
Mox Emerald	A	M	R	100.00	85.00	75.00	Sunglasses of Urza	A	C	R	5.90	5.00	4.40
Mox Jet	A	M	R	100.00	85.00	75.00	Swamp High Branch	B	L	C	0.20	0.10	0.10
Mox Pearl	A	M	R	100.00	87.50	75.00	Swamp Low Branch	B	L	C	0.20	0.10	0.10
Mox Ruby	A	M	R	100.00	87.50	75.00	Swamp Two Branch	B	L	C	0.20	0.10	0.10
Mox Sapphire	A	M	R	100.00	85.00	75.00	Swords to Plowshares	W	Ins	U	2.00	2.00	1.00
Natural Selection	G	Ins	R	35.00	30.00	24.00	Taiga	G/R	DL	R	8.30	8.00	6.50
Nether Shadow	B	Sum	R	6.00	5.00	4.00	Terror	B	Ins	C	0.50	0.30	0.30
Nettling Imp	B	Sum	U	2.00	1.50	1.00	The Hive	A	M	R	7.00	6.00	5.00
Nevinyrral's Disk	A	M	R	7.00	5.50	5.00	Thicket Basilisk	G	Sum	U	2.90	2.00	2.00
Nightmare	B	Sum	R	15.00	12.00	10.00	Thoughtlace	U	Int	R	5.00	3.00	2.50
Northern Paladin	W	Sum	R	11.00	10.00	10.00	Throne of Bone	A	P	U	1.50	1.00	1.00
Obsianus Golem	A	ACr	U	2.00	1.50	1.00	Timber Wolves	G	Sum	R	5.00	4.80	3.60
Orcish Artillery	R	Sum	U	2.00	1.00	1.00	Time Vault	A	M	R	50.00	40.00	35.00
Orcish Oriflamme	R	E	U	2.00	1.50	1.30	Time Walk	U	Sor	R	81.75	70.00	40.00
Paralyze	B	ECr	C	0.50	0.30	0.30	Timetwister	U	Sor	R	67.50	55.00	39.00
Pearled Unicorn	W	Sum	C	0.50	0.30	0.20	Tranquility	G	Sor	C	0.50	0.30	0.30
Personal Incarnation	W	Sum	R	8.00	8.00	7.00	Tropical Island	U/G	DL	R	8.00	8.00	6.50
Pestilence	B	E	C	0.50	0.30	0.20	Tsunami	G	Sor	U	2.00	1.50	1.00
Phantasmal Forces	U	Sum	U	2.00	1.00	1.00	Tundra	U/W	DL	R	8.00	8.00	6.30
Phantasmal Terrain	U	Sum	C	0.50	0.30	0.30	Tunnel	R	Ins	U	2.00	1.00	1.00
Phantom Monster	U	Sum	U	2.00	1.50	1.00	Twiddle	U	Ins	C	6.80	5.00	5.00
Pirate Ship	U	Sum	R	6.00	5.00	5.00	Two-Headed Giant	R	Sum	R	45.00	37.00	33.75
Plague Rats	B	Sum	C	0.70	0.30	0.30	Underground Sea	B/U	DL	R	8.00	8.00	6.50
Plains No Trees	W	L	C	0.20	0.10	0.10	Unholy Strength	B	ECr	C	0.50	0.30	0.30
Plains Pink Horizon	W	L	C	0.20	0.10	0.10	Unsummon	U	Ins	C	0.50	0.30	0.30
Plains Trees	W	L	C	0.20	0.10	0.10	Uthden Troll	R	Sum	U	2.00	2.00	1.50
Plateau	R/W	DL	R	10.50	8.00	7.50	Verduran Enchantress	G	Sum	R	6.00	5.00	3.50
Power Leak	U	EE	C	0.50	0.30	0.30	Vesuvan Doppelganger	U	Sum	R	15.00	12.00	10.00
Power Sink	U	Int	C	0.50	0.30	0.30	Veteran Bodyguard	W	Sum	R	9.00	8.00	8.00
Power Surge	R	E	R	5.00	4.50	3.00	Volcanic Eruption	U	Sor	R	7.00	5.00	5.00
Prodigal Sorcerer	U	Sum	C	0.50	0.50	0.30	Volcanic Island	U/R	DL	R	8.00	8.00	6.30
Psionic Blast	U	Ins	U	12.50	8.50	7.90	Wall of Air	U	Sum	U	2.00	1.50	1.00
Psychic Venom	U	EL	C	0.50	0.30	0.30	Wall of Bone	B	Sum	U	2.00	1.00	1.00
Purelace	W	Int	R	5.00	3.00	2.50	Wall of Brambles	G	Sum	U	2.00	1.00	1.00
Raging River	R	E	R	40.00	30.00	26.00	Wall of Fire	R	Sum	U	2.00	1.00	1.00
Raise Dead	B	Sor	C	0.50	0.30	0.30	Wall of Ice	G	Sum	U	2.00	1.00	1.00
Red Elemental Blast	R	Ins	C	0.50	0.30	0.20	Wall of Stone	R	Sum	U	2.00	1.00	1.00
Red Ward	W	ECr	U	1.00	1.00	0.50	Wall of Swords	W	Sum	U	2.50	2.00	1.20
Regeneration	G	ECr	C	0.50	0.30	0.30	Wall of Water	U	Sum	U	2.00	1.00	1.00
Regrowth	G	Sor	C	2.00	1.00	0.80	Wall of Wood	G	Sum	C	0.50	0.30	0.20
Resurrection	W	Sor	U	2.00	1.00	1.00	Wanderlust	G	ECr	U	1.50	1.00	1.00
Reverse Damage	W	Ins	R	7.00	6.50	6.00	War Mammoth	G	Sum	C	0.50	0.30	0.30
Righteousness	W	Ins	R	7.00	6.00	6.00	Warp Artifact	B	EArt	R	5.00	3.50	3.00
Roc of Kher Ridges	R	Sum	R	6.00	5.00	4.00	Water Elemental	U	Sum	U	2.00	1.00	1.00
Rock Hydra	R	Sum	R	11.50	9.00	8.00	Weakness	B	ECr	C	0.50	0.30	0.30
Rod of Ruin	A	M	R	2.00	1.50	1.00	Web	G	ECr	R	6.00	5.00	3.50
Royal Assassin	B	Sum	R	15.00	15.00	12.75	Wheel of Fortune	R	Sor	R	6.80	6.00	5.00
Sacrifice	B	Int	U	2.00	1.00	1.00	White Knight	W	Sum	U	2.00	2.00	2.00
Samite Healer	W	Sum	C	0.50	0.30	0.30	White Ward	W	ECr	U	1.00	1.00	0.50
Savannah	G/W	DL	R	8.00	8.00	6.50	Wild Growth	G	EL	C	0.50	0.30	0.30
Savannah Lions	W	Sum	R	5.50	5.00	3.30	Will-O-The-Wisp	B	Sum	R	8.00	7.00	6.00
Scathe Zombies	B	Sum	C	0.50	0.30	0.30	Winter Orb	A	C	R	6.00	5.00	4.30
Scavenging Ghoul	B	Sum	U	2.00	1.00	1.00	Wooden Sphere	A	P	U	1.90	1.00	0.80
Scrubland	B/W	DL	R	8.00	8.00	6.50	Word of Command	B	Ins	R	50.00	40.00	32.50
Scrib Sprites	G	Sum	C	0.50	0.30	0.30	Wrath of God	W	Sor	R	7.00	6.00	5.60
Sea Serpent	U	Sum	C	0.50	0.30	0.30	Zombie Master	B	Sum	R	8.80	6.50	6.00
Sedge Troll	R	Sum	R	6.50	4.00	4.00							
Sengir Vampire	B	Sum	U	4.00	4.00	3.00							
							TOTAL				2567.55	2130.30	1755.25





# REVISED PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Air Elemental	U	Int	U	2.00	1.20	1.00	El -Hajjaj	B	Sum	R	4.30	4.00	3.90
Aladdin's Lamp	A	M	R	5.00	4.00	4.00	Elvish Archers	G	Sum	R	5.00	4.50	4.00
Aladdin's Ring	A	M	R	5.00	4.00	3.90	Energy Flux	U	E	U	1.00	1.00	0.70
Animate Artifact	U	EArt	U	1.00	1.00	0.80	Erg Raiders	B	Sum	C	0.30	0.30	0.10
Animate Dead	B	ECr	U	1.30	1.00	0.70	Evil Presence	B	ELnd	U	1.00	1.00	0.70
Animate Wall	W	EWall	R	3.30	3.00	2.40	Eye for an Eye	W	Ins	R	5.00	4.00	3.00
Ankh of Mishra	A	C	R	4.00	3.50	3.00	Farmstead	W	ELnd	R	4.00	3.00	2.80
Armageddon	W	Sor	R	5.10	5.00	4.50	Fastbond	G	E	R	4.00	4.00	3.00
Armageddon Clock	A	C	R	4.30	4.00	3.00	Fear	B	ECr	C	0.30	0.30	0.20
Aspect of Wolf	G	ECr	R	6.00	5.00	4.00	Feedback	U	EE	U	1.00	1.00	0.50
Atog	R	Sum	C	0.50	0.30	0.10	Fire Elemental	R	Sum	U	1.30	1.00	1.00
Bad Moon	B	E	R	7.00	6.00	5.00	Fireball	R	Sor	C	0.50	0.40	0.30
Badlands	B/R	DLnd	R	8.00	7.00	5.00	Firebreathing	R	ECr	C	0.30	0.30	0.20
Balance	W	Sor	R	5.00	5.00	4.00	Flashfires	R	Sor	U	1.00	1.00	0.80
Basalt Monolith	A	M	U	1.00	1.00	1.00	Flight	U	ECr	C	0.30	0.30	0.10
Bayou	B/G	DLnd	R	7.00	6.00	5.00	Flying Carpet	A	M	R	4.00	4.00	3.80
Benalish Hero	W	Sum	C	0.30	0.30	0.10	Fog	G	Ins	C	0.30	0.30	0.10
Birds of Paradise	G	Sum	R	6.00	6.00	5.00	Force of Nature	G	Sum	R	10.00	10.00	8.00
Black Knight	B	Sum	U	2.00	2.00	2.00	Forest Eyes	G	Lnd	C	0.10	0.10	0.10
Black Vise	A	C	U	2.00	2.00	1.00	Forest Path	G	Lnd	C	0.10	0.10	0.10
Black Ward	W	ECr	U	1.00	0.80	0.50	Forest Rocks	G	Lnd	C	0.10	0.10	0.10
Blessing	W	ECr	R	6.00	5.00	5.00	Fork	R	Int	R	11.25	10.00	8.00
Blue Elemental Blast	U	Int	C	0.30	0.30	0.20	Frozen Shade	B	Sum	C	0.30	0.30	0.20
Blue Ward	W	ECr	U	1.00	0.60	0.50	Fungusaur	G	Sum	R	6.00	5.00	4.80
Bog Wraith	B	Sum	U	2.00	1.60	1.00	Gaea's Liege	G	Sum	R	9.00	8.00	7.00
Bottle of Suleiman	A	M	R	4.30	3.80	3.00	Giant Growth	G	Ins	C	0.30	0.30	0.20
Braingeyser	U	Sor	R	5.00	5.00	5.00	Giant Spider	G	Sum	C	0.30	0.30	0.10
Brass Man	A	Cr	U	1.00	1.00	0.50	Glasses of Urza	A	M	U	1.00	1.00	0.90
Burrowing	R	ECr	U	1.00	1.00	0.50	Gloom	B	E	U	2.00	1.30	1.00
Castle	W	E	U	1.50	1.00	1.00	Goblin Balloon Brigade	R	Sum	U	1.00	1.00	0.70
Celestial Prism	A	M	U	1.30	1.00	1.00	Goblin King	R	Sum	R	9.00	8.00	6.00
Channel	G	Sor	U	1.50	1.10	0.90	Granite Gargoyle	R	Sum	R	7.00	5.80	5.00
Chaoslace	R	Int	R	3.00	2.30	1.80	Gray Ogre	R	Sum	C	0.30	0.30	0.20
Circle of Prot:Black	W	E	C	0.30	0.30	0.20	Green Ward	W	ECr	U	1.00	0.80	0.50
Circle of Prot:Blue	W	E	C	0.30	0.30	0.10	Grizzly Bears	G	Sum	C	0.30	0.30	0.10
Circle of Prot:Green	W	E	C	0.30	0.30	0.10	Guardian Angel	W	Ins	C	0.30	0.30	0.10
Circle of Prot:Red	W	E	C	0.30	0.30	0.20	Healing Salve	W	Ins	C	0.30	0.30	0.10
Circle of Prot:White	W	E	C	0.30	0.30	0.10	Helm of Chatzduk	A	M	R	4.00	3.50	3.00
Clockwork Beast	A	Cr	R	5.00	4.00	4.00	Hill Giant	R	Sum	C	0.30	0.30	0.20
Clone	U	Sum	U	2.50	2.00	2.00	Holy Armor	W	ECr	C	0.30	0.30	0.20
Cockatrice	G	Sum	R	6.00	6.00	5.00	Holy Strength	W	ECr	C	0.30	0.30	0.20
Conservator	A	M	U	1.00	1.00	1.00	Howl from Beyond	B	Ins	C	0.30	0.30	0.10
Contract from Below	B	Sor	R	4.00	3.00	2.00	Howling Mine	A	C	R	6.00	5.00	4.80
Control Magic	U	ECr	U	2.00	2.00	1.40	Hurkyl's Recall	U	Ins	R	5.00	4.00	2.80
Conversion	W	E	U	1.00	1.00	0.70	Hurloon Minotaur	R	Sum	C	0.40	0.30	0.20
Copy Artifact	U	E	R	5.00	5.00	2.80	Hurricane	G	Sor	U	1.00	1.00	1.00
Counterspell	U	Int	U	3.00	2.50	2.00	Hypnotic Specter	B	Sum	U	2.50	2.00	1.00
Craw Wurm	G	Sum	C	0.50	0.30	0.30	Instill Energy	G	ECr	U	1.60	1.00	1.00
Creature Bond	U	ECr	C	0.30	0.30	0.10	Iron Star	A	P	U	1.00	0.90	0.50
Crumble	G	Ins	U	0.50	0.50	0.20	Ironroot Treefolk	G	Sum	C	0.30	0.30	0.10
Crusade	W	E	R	7.00	6.00	5.00	Island Blue	U	Lnd	C	2.50	0.10	0.10
Crystal Rod	A	P	U	1.00	1.00	0.70	Island Fish Jasconius	U	Sum	R	5.00	4.00	3.00
Cursed Land	B	ELnd	U	1.00	1.00	0.80	Island Golden	U	Lnd	C	0.10	0.10	0.10
Dancing Scimitar	A	Cr	R	4.00	3.30	2.90	Island Red	U	Lnd	C	0.10	0.10	0.10
Dark Ritual	B	Int	C	0.30	0.30	0.20	Island Sanctuary	W	E	R	5.00	4.00	1.10
Darkpact	B	Sor	R	3.60	2.00	2.00	Ivory Cup	A	P	U	1.00	1.00	0.50
Death Ward	W	Ins	C	0.30	0.30	0.20	Ivory Tower	A	C	R	4.10	4.00	3.50
Deathgrip	B	E	U	1.10	1.00	1.00	Jade Monolith	A	P	R	3.00	3.00	2.00
Deathlace	B	Int	R	3.00	2.00	1.80	Jandor's Ring	A	M	R	3.60	3.00	3.00
Demonic Attorney	B	Sor	R	3.30	3.00	2.00	Jandor's Saddlebags	A	M	R	3.60	3.00	3.00
Demonic Hordes	B	Sum	R	8.00	7.00	6.00	Jayemdae Tome	A	M	R	4.30	4.00	3.00
Demonic Tutor	B	Sor	U	2.50	2.00	1.90	Juggernaut	A	Cr	U	2.00	1.50	1.00
Desert Twister	G	Sor	U	3.00	2.00	1.00	Jump	U	Ins	C	0.30	0.30	0.10
Dingus Egg	A	CArt	R	4.00	3.50	3.00	Karma	W	E	U	2.00	1.30	1.00
Disenchant	W	Ins	C	0.50	0.30	0.30	Keldon Warlord	R	Sum	U	2.00	1.80	1.50
Disintegrate	R	Sor	C	0.50	0.30	0.30	Kird Ape	R	Sum	C	0.50	0.40	0.20
Disrupting Scepter	A	M	R	4.00	3.00	3.00	Kormus Bell	A	C	R	5.00	4.30	4.00
Dragon Engine	A	Cr	R	3.00	2.00	1.00	Kudzu	G	ELnd	R	3.30	2.80	2.00
Dragon Whelp	R	Sum	U	2.50	2.00	2.00	Lance	W	ECr	U	1.00	1.00	0.70
Drain Life	B	Sor	C	0.30	0.30	0.20	Ley Druid	G	Sum	U	1.00	1.00	0.70
Drain Power	U	Sor	R	5.00	4.80	3.90	Library of Leng	A	C	U	1.10	1.00	0.90
Drudge Skeletons	B	Sum	C	0.30	0.30	0.20	Lifeforce	G	E	U	1.00	1.00	0.80
Dwarven Warriors	R	Sum	C	0.30	0.30	0.20	Lifelace	G	Int	R	3.00	2.30	1.80
Dwarven Weaponsmith	R	Sum	U	1.00	1.00	0.50	Lifetap	U	E	U	1.00	1.00	0.80
Earth Elemental	R	Sum	U	1.00	1.00	1.00	Lightning Bolt	R	Ins	C	0.50	0.30	0.20
Earthbind	R	ECr	C	0.30	0.30	0.10	Living Artifact	G	EArt	R	4.10	3.80	3.00
Earthquake	R	Sor	R	5.00	4.00	4.00	Living Lands	G	E	R	5.00	4.00	3.00
Ebony Horse	A	M	R	4.20	4.00	3.40	Living Wall	A	C	U	1.60	1.00	1.00





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CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Llanowar Elves	G	Sum	C	0.30	0.30	0.20	Sedge Troll	R	Sum	R	5.00	4.00	3.00
Lord of Atlantis	U	Sum	R	8.00	6.00	6.00	Sengir Vampire	B	Sum	U	4.00	3.00	3.00
Lord of the Pit	B	Sum	R	10.00	9.00	8.00	Serendib Efreet	U	Sum	R	5.00	4.00	3.00
Lure	G	ECr	U	1.50	1.00	1.00	Serra Angel	W	Sum	U	6.00	5.00	4.00
Magical Hack	U	Int	R	7.00	6.00	5.00	Shanodin Dryads	G	Sum	C	0.30	0.30	0.10
Magnetic Mountain	R	E	R	4.00	3.00	2.90	Shatter	R	Ins	C	0.30	0.30	0.10
Mahamoti Djinn	U	Sum	R	8.00	7.50	6.00	Shatterstorm	R	Sor	U	2.00	2.00	1.40
Mana Flare	R	E	R	6.00	5.00	5.00	Shivan Dragon	R	Sum	R	16.50	15.00	14.00
Mana Short	U	Ins	R	5.00	4.50	4.00	Simulacrum	B	Ins	U	1.00	1.00	0.50
Mana Vault	A	M	R	4.00	3.00	3.00	Siren's Call	U	Ins	U	1.00	1.00	0.50
Manabarbs	R	E	R	4.00	4.00	3.00	Sleight of Mind	U	Int	R	6.00	5.00	5.00
Meekstone	A	C	R	5.00	4.00	4.00	Smoke	R	E	R	4.00	4.00	3.00
Merfolk of the Pearl Trident	U	Sum	C	0.30	0.30	0.10	Sol Ring	A	M	U	2.00	2.00	1.40
Mesa Pegasus	W	Sum	C	0.30	0.30	0.20	Sorceress Queen	B	Sum	R	6.10	5.00	4.90
Mijae Djinn	R	Sum	R	5.00	4.00	3.00	Soul Net	A	P	U	1.00	1.00	1.00
Millstone	A	M	R	3.30	3.00	3.00	Spell Blast	U	Int	C	0.30	0.30	0.20
Mind Twist	B	Sor	R	5.50	5.00	4.50	Stasis	U	E	R	5.00	4.00	3.00
Mishra's War Machine	A	Cr	R	5.00	4.00	3.00	Steal Artifact	U	EArt	U	1.50	1.00	0.90
Mons's Goblin Raiders	R	Sum	C	0.30	0.30	0.10	Stone Giant	R	Sum	U	1.00	1.00	0.70
Mountain Blue	R	Lnd	C	0.10	0.10	0.10	Stone Rain	R	Sor	U	0.50	0.30	0.20
Mountain Brown	R	Lnd	C	0.10	0.10	0.10	Stream of Life	G	Sor	C	0.30	0.30	0.20
Mountain Green Sky	R	Lnd	C	0.10	0.10	0.10	Sunglasses of Urza	A	C	R	5.30	5.00	4.00
Nether Shadow	B	Sum	R	4.30	4.00	3.00	Swamp High Branch	B	Lnd	C	0.10	0.10	0.10
Nettling Imp	B	Sum	U	1.60	1.00	1.00	Swamp Low Branch	B	Lnd	C	0.10	0.10	0.10
Nevinyrral's Disk	A	M	R	5.00	5.00	4.50	Swamp Two Branch	B	Lnd	C	0.10	0.10	0.10
Nightmare	B	Sum	R	12.00	10.00	10.00	Swords to Plowshares	W	Ins	U	1.60	1.10	1.00
Northern Paladin	W	Sum	R	10.00	9.00	8.00	Taiga	R/G	DLnd	R	7.00	6.00	5.00
Obsianus Golem	A	Cr	U	1.60	1.00	1.00	Terror	B	Ins	C	0.30	0.30	0.20
Onulet	A	Cr	R	3.00	2.00	1.50	The Hive	A	M	R	6.00	5.00	5.00
Orcish Artillery	R	Sum	U	1.00	0.90	0.50	The Rack	A	C	U	2.00	1.30	1.00
Orcish Oriflamme	R	E	R	2.00	1.50	1.00	Thicket Basilisk	G	Sum	U	2.50	2.00	2.00
Ornithopter	A	Cr	U	1.00	1.00	0.30	Thoughtlace	U	Int	R	3.00	2.00	2.00
Paralyze	B	ECr	C	0.30	0.30	0.10	Throne of Bone	A	P	U	1.00	0.90	0.50
Pearled Unicorn	W	Sum	C	0.30	0.30	0.10	Timber Wolves	G	Sum	R	4.00	4.00	2.80
Personal Incarnation	W	Sum	R	8.00	8.00	6.00	Titania's Song	G	E	R	3.30	2.90	2.00
Pestilence	B	E	C	0.30	0.30	0.20	Tranquility	G	Sor	C	0.30	0.30	0.10
Phantasmal Forces	U	Sum	U	1.00	1.00	0.60	Tropical Island	U/G	DLnd	R	8.00	6.00	5.00
Phantasmal Terrain	U	ELnd	C	0.30	0.30	0.20	Tsunami	G	Sor	U	1.50	1.00	1.00
Phantom Monster	U	Sum	U	1.50	1.00	1.00	Tundra	U/W	DLnd	R	7.00	6.00	5.00
Pirate Ship	U	Sum	R	5.00	4.30	4.00	Tunnel	R	Ins	U	1.00	1.00	0.70
Plague Rats	B	Sum	C	0.50	0.30	0.20	Underground Sea	B/U	DLnd	R	7.00	6.00	5.00
Plains No Trees	W	Lnd	C	0.10	0.10	0.10	Unholy Strength	B	ECr	C	0.30	0.30	0.10
Plains Pink Horizon	W	Lnd	C	0.10	0.10	0.10	Unstable Mutation	U	ECr	C	0.40	0.30	0.20
Plains Trees	W	Lnd	C	0.10	0.10	0.10	Unsummon	U	Ins	C	0.30	0.30	0.20
Plateau	R/W	DLnd	R	7.00	6.00	5.00	Uthden Troll	R	Sum	U	2.00	1.50	0.90
Power Leak	U	EE	C	0.30	0.30	0.10	Verduran Enchantress	G	Sum	R	6.00	5.00	4.00
Power Sink	U	Int	C	0.30	0.30	0.20	Vesuvan Doppelganger	U	Sum	R	14.00	10.00	9.00
Power Surge	R	E	R	4.00	3.60	3.00	Veteran Bodyguard	W	Sum	R	8.00	7.80	6.00
Primal Clay	A	Cr	R	3.00	2.00	2.00	Volcanic Eruption	U	Sor	R	5.00	5.00	4.80
Prodigal Sorcerer	U	Sum	C	0.50	0.30	0.30	Volcanic Island	U/R	DLnd	R	7.00	6.00	5.00
Psychic Venom	U	ELnd	C	0.30	0.30	0.20	Wall of Air	U	Sum	U	1.00	1.00	0.70
Purelace	W	Int	R	3.00	2.80	1.80	Wall of Bone	B	Sum	U	1.00	1.00	0.80
Raise Dead	B	Sor	C	0.30	0.30	0.20	Wall of Brambles	G	Sum	U	1.00	1.00	0.60
Reconstruction	U	Sor	C	0.40	0.30	0.20	Wall of Fire	R	Sum	U	1.00	1.00	0.90
Red Elemental Blast	R	Int	C	0.30	0.30	0.20	Wall of Ice	G	Sum	U	1.00	1.00	0.90
Red Ward	W	ECr	U	1.00	0.60	0.50	Wall of Stone	R	Sum	U	1.00	1.00	1.00
Regeneration	G	ECr	C	0.30	0.30	0.20	Wall of Swords	W	Sum	U	2.00	2.00	1.00
Regrowth	G	Sor	U	2.00	1.30	1.00	Wall of Water	U	Sum	U	1.00	1.00	0.50
Resurrection	W	Sor	U	1.00	1.00	0.90	Wall of Wood	G	Sum	C	0.50	0.30	0.20
Reverse Damage	W	Ins	R	6.00	6.00	5.00	Wanderlust	G	ECr	U	1.00	1.00	0.80
Reverse Polarity	W	Ins	U	1.00	1.00	0.50	War Mammoth	G	Sum	C	0.30	0.30	0.10
Righteousness	W	Ins	R	6.00	6.00	5.00	Warp Artifact	B	EArt	R	3.00	3.00	2.00
Roc of Kher Ridges	R	Sum	R	5.00	4.00	3.80	Water Elemental	U	Sum	U	1.00	1.00	0.80
Rock Hydra	R	Sum	R	10.00	8.00	7.00	Weakness	B	ECr	C	0.30	0.30	0.10
Rocket Launcher	A	P	R	4.00	3.00	2.00	Web	G	ECr	R	4.00	4.00	3.50
Rod of Ruin	A	M	U	1.10	1.00	1.00	Wheel of Fortune	R	Sor	R	6.00	5.30	5.00
Royal Assassin	B	Sum	R	15.00	12.00	10.75	White Knight	W	Sum	U	2.10	2.00	2.00
Sacrifice	B	Int	U	1.00	1.00	0.50	White Ward	W	ECr	U	1.00	0.80	0.50
Samite Healer	W	Sum	C	0.30	0.30	0.20	Wild Growth	G	ELnd	C	0.30	0.30	0.10
Savannah	G/W	DLnd	R	7.00	6.00	5.00	Will-O-The-Wisp	B	Sum	R	6.30	5.80	4.90
Savannah Lions	W	Sum	R	4.00	3.50	3.00	Winter Orb	A	C	R	5.00	4.00	3.80
Scathe Zombies	B	Sum	C	0.30	0.30	0.10	Wooden Sphere	A	P	U	1.00	1.00	0.50
Scavenging Ghoul	B	Sum	U	1.50	1.00	0.70	Wrath of God	W	Sor	R	7.00	6.00	5.00
Scrubland	B/W	DLnd	R	7.00	6.00	5.00	Zombie Master	B	SUM	R	7.30	6.00	5.80
Scryb Sprites	G	Sum	C	0.30	0.30	0.10							
Sea Serpent	U	Sum	C	0.30	0.30	0.10							
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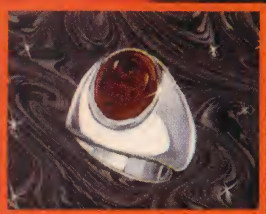
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# ARABIAN NIGHTS

## PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Abu Ja'far	W	Sum	U	16.00	15.00	12.50	Jandor's Saddlebags	A	M	U	8.00	8.00	6.40
Aladdin	R	Sum	U	25.00	21.00	20.00	Jeweled Bird	A	M	U	10.00	8.00	7.00
Aladdin's Lamp	A	M	U	8.00	8.00	6.00	Jihad	W	E	U	35.00	31.00	25.00
Aladdin's Ring	A	M	U	9.00	7.00	7.00	Junun Efreet	B	Sum	U	18.00	15.00	12.00
Ali Baba	R	Sum	U	14.00	11.00	10.00	Juzam Djinn	B	Sum	U	45.00	28.00	20.00
Ali from Cairo	R	Sum	R	67.50	60.00	47.50	Khabal Ghoul	B	Sum	U	30.00	25.00	25.00
Army of Allah (a)	W	Ins	C	5.00	4.00	3.00	King Suleiman	W	Sum	U	17.00	14.50	12.00
Army of Allah (b)	W	Ins	C	5.00	4.00	3.00	Kird Ape	R	Sum	C	3.00	2.00	1.00
Bazaar of Baghdad	Be	L	U	15.00	12.00	10.00	Library of Alexandria	Be	L	U	25.00	22.00	20.00
Bird Maiden (a)	R	Sum	C	3.30	3.00	2.80	Magnetic Mountain	R	E	U	9.50	8.00	6.00
Bird Maiden (b)	R	Sum	C	3.30	3.00	2.40	Merchant Ship	U	Sum	U	10.00	8.00	8.00
Bottle of Suleiman	A	M	U	8.00	8.00	6.80	Metamorphosis	G	Sor	C	3.00	2.00	2.00
Brass Man	A	ACr	U	4.50	4.00	3.00	Mijae Djinn	R	Sum	U	10.00	9.50	8.00
Camel	W	Sum	C	3.00	3.00	2.00	Moorish Cavalry (a)	W	Sum	C	5.00	4.00	3.50
City in a Bottle	A	C	U	22.00	16.50	15.00	Moorish Cavalry (b)	W	Sum	C	5.00	4.00	3.70
City of Brass	Be	L	U	22.00	18.00	14.50	Mountain	Be	L	U	5.00	4.50	3.00
Cuombajj Witches	B	Sum	C	3.30	3.00	3.00	Nafs Asp (b)	G	Sum	C	3.00	2.80	2.00
Cyclone	G	E	U	10.00	8.00	7.00	Nafs Asp (a)	G	Sum	C	3.00	2.80	2.00
Dancing Scimitar	A	ACr	U	8.50	8.00	6.10	Oasis	Be	L	U	10.00	9.00	8.00
Dandan	U	Sum	C	3.00	2.00	2.00	Old Man of the Sea	U	Sum	U	40.00	32.00	29.75
Desert	Be	L	C	5.00	5.00	4.00	Oubliette (a)	B	E	C	6.60	5.00	4.00
Desert Nomads	R	Sum	C	4.00	3.80	3.00	Oubliette (b)	B	E	C	6.60	5.00	4.00
Desert Twister	G	Sor	U	7.00	6.00	5.00	Piety (a)	W	Ins	C	3.00	3.00	2.00
Diamond Valley	Be	L	U	40.00	31.00	30.00	Piety (b)	W	Ins	C	3.00	3.00	2.00
Drop of Honey	G	E	U	30.00	25.00	20.00	Pyramids	A	P	U	25.00	20.00	20.00
Ebony Horse	A	M	U	8.00	8.00	6.00	Repentant Blacksmith	W	Sum	U	17.75	13.50	10.00
El-Hajjaj	B	Sum	U	9.50	8.00	8.00	Ring of Ma'ruf	A	M	U	30.00	20.00	18.00
Elephant Graveyard	Be	L	U	27.75	25.00	23.50	Rukh Egg (a)	R	Sum	C	10.00	7.50	6.00
Erg Raiders (a)	B	Sum	C	2.30	2.00	1.00	Rukh Egg (b)	R	Sum	C	10.00	7.00	6.00
Erg Raiders (b)	B	Sum	C	2.30	2.00	1.00	Sandals of Abdallah	A	M	U	10.00	8.00	7.00
Erhnam Djinn	G	Sum	U	20.00	15.00	14.00	Sandstorm	G	Ins	C	4.00	3.00	3.00
Eye for an Eye	W	Ins	U	10.00	8.00	7.00	Serendib Djinn	U	Sum	U	17.00	15.00	10.50
Fishliver Oil (a)	U	ECr	C	3.00	2.00	2.00	Serendib Efreet	U	Sum	U	16.00	13.00	11.00
Fishliver Oil (b)	U	ECr	C	3.00	2.00	2.00	Shahrazad	W	Sor	U	20.00	16.00	15.00
Flying Carpet	A	M	U	8.50	7.00	6.00	Sindbad	U	Sum	U	15.00	11.00	9.00
Flying Men	U	Sum	C	4.00	3.50	3.00	Singing Tree	G	Sum	U	40.00	32.00	26.00
Ghazban Ogre	G	Sum	C	3.00	2.30	2.00	Sorceress Queen	B	Sum	U	10.50	9.80	8.00
Giant Tortoise (a)	U	Sum	C	3.00	3.00	2.00	Stone-Throwing Devils (a)	B	Sum	C	5.00	4.00	3.00
Giant Tortoise (b)	U	Sum	C	3.00	3.00	2.00	Stone-Throwing Devils (b)	B	Sum	C	5.00	4.00	3.00
Guardian Beast	B	Sum	U	73.00	60.00	50.00	Unstable Mutation	U	ECr	C	2.80	2.00	1.20
Hasran Ogress (a)	B	Sum	C	3.00	2.00	2.00	War Elephant (a)	W	Sum	C	5.00	4.50	4.00
Hasran Ogress (b)	B	Sum	C	3.00	2.00	2.00	War Elephant (b)	W	Sum	C	5.00	4.50	4.00
Hurr Jackal	R	Sum	C	4.00	3.00	2.90	Wyluli Wolf (a)	G	Sum	C	5.30	4.00	4.00
Ifh-Biff Efreet	G	Sum	U	24.00	18.00	15.00	Wyluli Wolf (b)	G	Sum	C	6.00	4.00	4.00
Island Fish Jasconius	U	Sum	U	9.30	8.00	8.00	Ydwen Efreet	R	Sum	U	12.75	10.00	10.00
Island of Wak-Wak	Be	L	U	30.00	27.00	25.00							
Jandor's Ring	A	M	U	8.00	7.00	6.00	TOTAL				1188.85	976.00	835.05

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# ANTIQUITIES PRICE GUIDE



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Amulet of Kroog	A	M	C	1.00	1.00	0.50	Orcish Mechanics	R	Sum	C	1.00	1.00	0.50
Argvian Archaeologist	W	S	R	30.00	25.00	20.00	Ornithopter	A	ACr	C	2.00	1.00	0.50
Argvian Blacksmith	W	S	U	1.00	1.00	0.60	Phyrexian Gremlins	B	Sum	C	2.00	1.80	1.00
Argothian Pixies	G	S	C	1.00	1.00	0.60	Power Artifact	U	EArt	U	4.00	4.00	3.00
Argothian Treefolk	G	S	C	1.00	1.00	0.60	Powerleech	G	E	U	4.00	4.00	4.00
Armageddon Clock	A	C	R	6.00	6.00	5.00	Priest of Yawgmoth	B	Sum	C	1.00	1.00	0.60
Artifact Blast	R	Int	C	1.90	1.00	0.60	Primal Clay	A	ACr	U	4.00	4.00	4.00
Artifact Possession	B	EArt	C	1.00	1.00	0.60	Rakalite	A	P	U	4.00	4.00	3.00
Artifact Ward	W	ECr	C	2.00	1.70	1.00	Reconstruction	U	Sor	C	1.00	1.00	0.50
Ashnod's Altar	A	P	U	4.50	4.00	4.00	Reverse Polarity	W	Ins	C	1.00	1.00	0.50
Ashnod's Battle Gear	A	M	U	4.00	4.00	4.00	Rocket Launcher	A	P	U	4.00	4.00	3.80
Ashnod's Transmogrant	A	M	U	4.00	4.00	4.00	Sage of Lat-Nam	U	Sum	C	1.00	1.00	0.50
Atog	R	S	C	1.00	1.00	0.50	Shapeshifter	A	ACr	R	15.00	12.50	12.00
Battering Ram	A	ACr	C	1.20	1.00	0.50	Shatterstorm	R	Sor	R	7.00	7.00	5.00
Bronze Tablet	A	M	R	11.00	10.00	8.80	Staff of Zegon	A	M	C	1.00	1.00	0.50
Candelabra of Tawnos	A	M	R	25.75	20.00	18.75	Strip Mine, no tower, no horizon	Be	L	U	10.00	10.00	7.00
Circle of Protection: Artifacts	W	E	U	17.75	14.25	12.00	Strip Mine, sm tower	Be	L	U	12.00	10.00	7.00
Citanul Druid	G	S	U	4.40	4.00	3.30	Strip Mine, horizon even terraces	Be	L	U	12.00	10.00	7.00
Clay Statue	A	ACr	C	2.00	1.00	1.00	Strip Mine, uneven terraces	Be	L	U	12.00	10.00	7.00
Clockwork Avian	A	ACr	R	15.25	13.75	12.00	Su-Chi	A	ACr	U	5.00	4.50	4.00
Colossus of Sardia	A	ACr	R	25.00	22.00	20.00	Tablet of Epityr	A	P	C	1.40	1.00	1.00
Coral Helm	A	P	R	9.00	8.00	8.00	Tawnos's Coffin	A	M	R	20.00	15.00	15.00
Crumble	G	Ins	C	1.00	1.00	0.50	Tawnos's Wand	A	M	U	4.00	4.00	4.00
Cursed Rack	A	C	C	4.00	4.00	4.00	Tawnos's Weaponry	A	M	U	4.00	4.00	4.00
Damping Field	W	E	U	4.00	3.70	3.00	Tetravus	A	ACr	R	15.25	14.00	13.50
Detonate	R	Sor	U	5.00	4.50	4.00	The Rack	A	C	U	4.00	4.00	3.00
Drafna's Restoration	U	Sor	C	1.00	1.00	0.60	Titania's Song	G	E	U	4.00	4.00	3.00
Dragon Engine	A	ACr	C	1.90	1.00	0.70	Transmute Artifact	U	Sor	U	4.00	4.00	3.10
Dwarven Weaponsmith	R	Sum	U	3.00	3.00	2.10	Triskelion	A	ACr	R	15.00	13.00	12.00
Energy Flux	U	E	U	3.00	2.80	2.00	Urza's Avenger	A	ACr	R	18.50	15.25	15.00
Feldon's Cane	A	M	U	10.00	8.50	8.00	Urza's Chalice	A	P	C	2.00	1.50	0.80
Gaea's Avenger	G	Sum	R	20.00	17.00	15.00	"Urza's Mine, clawed sphere "	Be	L	C	3.00	3.00	2.20
Gate to Phyrexia	B	E	U	4.00	3.50	3.00	"Urza's Mine, mouth "	Be	L	C	3.10	3.00	3.00
Goblin Artisans	R	Sum	U	3.30	3.00	3.00	"Urza's Mine, pulley "	Be	L	C	3.10	3.00	3.00
Golgothian Sylex	A	M	R	10.75	10.00	10.00	"Urza's Mine, tower "	Be	L	C	3.10	3.00	2.80
Grapeshot Catapult	A	ACr	C	1.00	1.00	0.50	Urza's Miter	A	P	R	8.50	8.00	5.50
Haunting Wind	B	E	U	3.50	3.00	3.00	"Urza's Power Plant, bug "	Be	L	C	3.00	3.00	2.80
Hurkyl's Recall	U	Ins	R	8.00	7.50	6.00	"Urza's Power Plant, columns "	Be	L	C	3.10	3.00	3.00
Ivory Tower	A	C	U	6.00	6.00	5.00	"Urza's Power Plant, sphere "	Be	L	C	3.00	3.00	2.80
Jalum Tome	A	M	R	6.00	6.00	4.80	"Urza's Power Plant, rock in pot "	Be	L	C	3.10	3.00	3.00
Martyrs of Korlis	W	Sum	U	5.40	5.00	4.50	"Urza's Tower, forest "	Be	L	C	3.10	3.00	2.90
Mightstone	A	C	U	4.00	4.00	3.80	"Urza's Tower, mountains "	Be	L	C	3.10	3.00	3.00
Millstone	A	M	U	4.00	4.00	3.60	"Urza's Tower, plains "	Be	L	C	3.10	3.00	3.00
"Mishra's Factory, autumn "	Be	L	U	12.50	8.00	7.50	"Urza's Tower, shore "	Be	L	C	3.10	3.00	3.00
"Mishra's Factory, blue balloon "	Be	L	U	11.00	8.00	7.50	Wall of Spears	A	ACr	U	4.00	4.00	3.20
"Mishra's Factory, summer "	Be	L	U	12.50	8.00	7.50	Weakstone	A	C	U	3.80	3.00	3.00
"Mishra's Factory, winter "	Be	L	U	12.50	8.00	8.00	Xenic Poltergeist	B	Sum	U	3.00	3.00	3.00
Mishra's War Machine	A	ACr	R	8.00	7.00	6.00	Yawgmoth Demon	B	Sum	R	17.00	15.00	15.00
Mishra's Workshop	Be	L	R	18.00	15.00	13.75	Yotian Soldier	A	ACr	C	2.00	2.00	1.50
Obelisk of Undoing	A	M	R	15.00	12.50	12.00							
Onulet	A	ACr	U	3.90	3.00	3.00							
							TOTAL						
								642.35	558.25	490.20			

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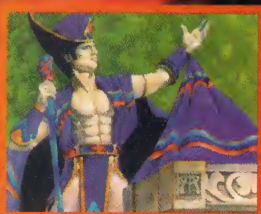
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LEGENDS

# PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Acid Rain	U	Sor	R	20.00	16.00	15.00	Fallen Angel	B	Sum	U	10.00	8.00	7.00
Active Volcano	R	Ins	C	1.00	1.00	0.80	Falling Star	R	Sor	R	17.00	14.00	12.00
Adun Oakenshield	Gld	SmL	R	16.25	13.00	12.00	Feint	R	Ins	C	1.00	1.00	1.00
Adventurer's Guildhouse	Be	L	U	4.00	3.00	3.00	Field of Dreams	U	EW	R	12.00	11.00	10.00
Aisling Leprechaun	G	Sum	C	1.00	1.00	0.80	Fire Sprites	G	Sum	C	1.00	1.00	1.00
Akron Legionnaire	W	Sum	R	15.00	12.00	12.00	Firestorm Phoenix	R	Sum	R	25.00	20.00	17.00
Al-abara's Carpet	Be	A	R	15.25	13.00	12.00	Flash Counter	U	Int	C	1.00	1.00	0.80
Alabaster Potion	W	Ins	C	1.00	1.00	0.80	Flash Flood	U	Ins	C	1.00	1.00	1.00
Alchor's Tomb	Be	A	R	15.00	12.00	10.00	Floral Spuzzem	G	Sum	U	5.50	5.00	4.00
All Hallow's Eve	B	Sor	R	34.75	25.00	20.00	Force Spike	U	Int	C	1.00	1.00	0.80
Amrou Kithkin	W	Sum	C	1.00	1.00	0.50	Forethought Amulet	Be	A	R	15.00	13.25	12.00
Angelic Voices	W	E	R	20.00	15.00	13.50	Fortified Area	W	E	U	5.00	4.00	4.00
Angus Mackenzie	Gld	SmL	R	15.50	12.50	12.00	Frost Giant	R	Sum	U	6.00	5.00	4.50
Anti-Magic Aura	U	ECr	C	2.00	1.00	1.00	Gabriel Angelfire	Gld	SmL	R	18.50	15.00	14.00
Arboria	G	EW	U	6.00	4.00	4.00	Gaseous Form	U	ECr	C	1.00	1.00	0.90
Arcades Sabboth	Gld	Sum	R	34.00	30.00	25.00	Gauntlets of Chaos	Be	A	R	18.00	15.00	14.00
Arena of the Ancients	Be	A	R	12.00	11.75	10.00	Ghosts of the Damned	B	Sum	C	1.00	1.00	0.80
Avoid Fate	G	Int	C	1.00	1.00	1.00	Giant Slug	B	Sum	C	1.00	1.00	0.80
Axelrod Gunnarson	Gld	SmL	R	15.00	14.50	12.00	Giant Strength	R	ECr	C	1.00	1.00	1.00
Ayesha Tanaka	Gld	SmL	R	14.25	12.00	10.00	Giant Turtle	G	Sum	C	1.00	1.00	0.80
Azure Drake	U	Sum	U	5.90	5.00	5.00	Glyph of Delusion	U	Ins	C	1.00	1.00	0.80
Backdraft	R	Ins	U	5.50	4.50	4.00	Glyph of Destruction	R	Ins	C	1.00	1.00	1.00
Backfire	U	ECr	U	5.50	4.50	4.00	Glyph of Doom	B	Ins	C	1.00	1.00	0.80
Barbary Apes	G	Sum	C	1.00	1.00	0.80	Glyph of Life	W	Ins	C	1.00	1.00	1.00
Barktooth Warbeard	Gld	SmL	U	7.00	6.00	5.30	Glyph of Reincarnation	G	Ins	C	1.00	1.00	0.80
Bartel Runeaxe	Gld	SmL	R	15.00	13.00	11.75	Gosta Dirk	Gld	SmL	R	13.50	12.00	11.00
Beasts of Bogardan	R	Sum	U	6.00	5.00	5.00	Gravity Sphere	R	EW	R	23.00	20.00	16.00
Black Mana Battery	Be	A	U	10.00	8.00	6.80	Great Defender	W	Ins	U	5.30	4.30	4.00
Blazing Effigy	R	Sum	C	1.00	1.00	1.00	Great Wall	W	E	U	4.90	4.00	4.00
Blight	B	EL	U	6.00	5.00	4.00	Greater Realm of Preservation	W	E	U	8.80	8.00	7.00
Blood Lust	R	Ins	U	10.25	7.80	6.80	Greed	B	E	R	11.75	10.00	10.00
Blue Mana Battery	Be	A	U	10.00	8.00	7.00	Green Mana Battery	Be	A	U	10.00	8.00	7.00
Boomerang	U	Ins	C	1.00	1.00	1.00	Gwendlyn Di Corci	Gld	SmL	R	15.00	13.00	12.00
Boris Devilboon	Gld	SmL	R	15.00	13.00	12.00	Halfdane	Gld	SmL	R	14.50	12.00	10.00
Brine Hag	U	Sum	U	6.00	5.00	4.10	Hammerheim	Be	LL	U	5.50	4.50	4.00
Bronze Horse	Be	ACr	R	12.00	12.00	10.00	Hazezon Tamar	Gld	SmL	R	18.00	15.00	15.00
Carriion Ants	B	Sum	R	35.00	30.00	25.25	Headless Horseman	B	Sum	C	1.00	1.00	1.00
Cat Warriors	G	Sum	C	1.00	1.00	1.00	Heaven's Gate	W	Ins	U	5.00	4.00	4.00
Cathedral of Serra	Be	L	U	4.00	3.00	3.00	Hell Swarm	B	Ins	C	1.00	1.00	1.00
Caverns of Despair	R	EW	R	13.00	11.00	10.00	Hell's Caretaker	B	Sum	R	22.50	20.00	16.50
Chain Lightning	R	Sor	C	2.00	2.00	1.00	Hellfire	B	Sor	R	20.00	18.00	17.00
Chains of Mephistopheles	B	E	R	14.50	12.00	12.00	Holy Day	W	Ins	C	1.00	1.00	0.80
Chromium	Gld	SmL	R	35.00	30.00	25.00	Horn of Deafening	Be	A	R	12.00	11.50	10.00
Cleanse	W	Sor	R	20.00	17.50	15.00	Hornet Cobra	G	Sum	C	1.00	1.00	0.80
Clergy of the Holy Nimbus	W	Sum	C	1.00	1.00	0.80	Horror of Horrors	B	E	U	5.00	5.00	4.90
Cocoon	G	ECr	U	5.40	5.00	5.00	Hunding Gjornersen	Gld	SmL	U	6.50	6.00	5.00
Concordant Crossroads	G	EW	R	17.25	13.00	11.50	Hyperion Blacksmith	R	Sum	U	5.00	5.00	4.00
Cosmic Horror	B	Sum	R	14.00	12.00	12.00	Ichneumon Druid	G	Sum	U	5.50	5.00	5.00
Craw Giant	G	Sum	U	15.00	12.00	9.50	Immolation	R	ECr	C	1.00	1.00	1.00
Crevasse	R	E	U	4.90	4.00	4.00	Imprison	B	ECr	R	11.50	10.00	10.00
Crimson Kobolds	R	Sum	C	1.00	1.00	0.80	In the Eye of Chaos	U	EW	R	14.00	11.00	10.00
Crimson Manticore	R	Sum	R	12.00	10.50	10.00	Indestructible Aura	W	Ins	C	1.00	1.00	1.00
Crookshank Kobolds	R	Sum	C	1.00	1.00	0.80	Infernal Medusa	B	Sum	U	7.00	6.00	6.00
Cyclopean Mummy	B	Sum	C	1.00	1.00	0.50	Infinite Authority	W	ECr	R	14.00	12.50	12.00
D'Avenant Archer	W	Sum	C	1.00	1.00	1.00	Invoke Prejudice	U	E	R	17.50	15.00	14.00
Dakkon Blackblade	Gld	SmL	R	28.00	25.00	25.00	Ivory Guardians	W	Sum	U	6.00	5.00	4.80
Darkness	B	Ins	C	1.10	1.00	1.00	Jacques le Vert	Gld	SmL	R	13.00	12.50	12.00
Deadfall	G	E	U	5.00	4.00	4.00	Jasmine Boreal	Gld	SmL	U	6.00	5.30	5.00
Demonic Torment	B	ECr	U	5.00	5.00	4.50	Jedit Ojanen	Gld	SmL	U	6.00	6.00	5.00
Devouring Deep	U	Sum	C	1.00	1.00	0.80	Jerrard of the Closed Fist	Gld	SmL	U	6.00	5.50	5.00
Disharmony	R	Ins	R	13.75	12.00	10.00	Johan	Gld	SmL	R	23.50	20.00	16.00
Divine Intervention	W	E	R	13.50	12.00	11.25	Jovial Evil	B	Sor	R	16.25	15.00	12.00
Divine Offering	W	Ins	C	1.00	1.00	1.00	Juxtapose	U	Sor	R	14.50	12.00	10.00
Divine Transformation	W	ECr	R	18.00	16.25	14.75	Karakas	Be	LL	U	5.80	5.00	4.10
Dream Coat	U	ECr	U	5.00	4.50	4.00	Kasimir the Lone Wolf	Gld	SmL	U	6.00	5.50	4.50
Durkwood Boars	G	Sum	C	1.00	1.00	1.00	Keepers of the Faith	W	Sum	C	1.00	1.00	0.80
Dwarven Song	R	Ins	U	5.00	4.50	4.00	Kei Takahashi	Gld	SmL	R	15.00	12.00	12.00
Elder Land Wurm	W	Sum	R	19.25	13.00	12.00	Killer Bees	G	Sum	R	35.00	30.00	22.00
Elder Spawn	U	Sum	R	12.00	10.00	10.00	Kismet	W	E	U	10.00	9.00	8.00
Elven Riders	G	Sum	R	14.00	12.00	10.00	Knowledge Vault	Be	A	R	12.00	12.00	10.00
Emerald Dragonfly	G	Sum	C	1.00	1.00	0.80	Kobold Drill Sergeant	R	Sum	U	7.90	6.30	5.30
Enchanting Being	W	Sum	C	1.00	1.00	1.00	Kobold Overlord	R	Sum	R	15.00	14.00	12.25
Enchantment Alteration	U	Ins	C	1.80	1.50	1.00	Kobold Taskmaster	R	Sum	U	7.00	6.50	5.60
Energy Tap	U	Sor	C	1.00	1.00	0.80	Kobolds of Kher Keep	R	Sum	C	1.00	1.00	0.80
Equinox	W	EL	C	2.00	1.50	1.00	Kry Shield	Be	A	U	5.80	4.50	4.00
Eternal Warrior	R	ECr	U	8.00	6.00	6.00	Lady Caleria	Gld	SmL	R	14.00	12.00	12.00
Eureka	G	Sor	R	20.00	18.75	15.00	Lady Evangela	Gld	SmL	R	13.00	12.00	11.00
Evil Eye of Orms-By-Gore	B	Sum	U	5.90	5.00	5.00	Lady Orca	Gld	SmL	U	6.00	6.00	5.10





# LEGENDS

## PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Land Equilibrium	U	E	R	15.00	12.00	10.00	Shelkin Brownie	G	Sum	C	1.00	1.00	0.80
Land Tax	W	E	U	8.00	7.30	7.00	Shield Wall	W	Ins	U	4.60	4.00	4.00
Land's Edge	R	EW	R	16.50	13.50	12.00	Shimian Night Stalker	B	Sum	U	6.30	6.00	5.40
Lesser Werewolf	B	Sum	U	7.00	5.00	5.00	Silhouette	U	Ins	U	4.90	4.00	4.00
Life Chisel	Be	A	U	6.00	5.00	4.30	Sir Shandler of Eberyn	Gld	SmL	U	6.10	6.00	5.00
Life Matrix	Be	A	R	15.00	12.00	12.00	Sivitri Scarzam	Gld	SmL	U	6.60	6.00	5.00
Lifeflood	W	E	R	14.25	12.00	12.00	Sol'kanar the Swamp King	Gld	SmL	R	25.00	23.00	20.00
Living Plane	G	EW	R	16.75	14.00	12.00	Spectral Cloak	U	ECr	U	10.00	8.00	6.40
Livonya Silone	Gld	SmL	R	15.75	13.00	12.00	Spinal Villian	R	Sum	R	18.00	15.00	15.00
Lord Magnus	Gld	SmL	U	7.00	6.00	5.00	Spirit Link	W	ECr	U	19.25	14.50	10.00
Lost Soul	B	Sum	C	1.00	1.00	0.80	Spirit Shackles	B	ECr	C	1.00	1.00	1.00
Mana Drain	U	Int	U	15.00	10.00	7.80	Spiritual Sanctuary	W	E	R	13.00	11.00	10.00
Mana Matrix	Be	A	R	14.50	12.00	12.00	Stangg	Gld	SmL	R	15.00	13.00	12.00
Marble Priest	Be	ACr	U	5.00	5.00	4.00	Storm Seeker	G	Ins	U	12.00	10.00	8.00
Marhault Elsdragon	Gld	SmL	U	6.50	6.00	4.00	Storm World	R	EW	R	14.25	10.00	10.00
Master of the Hunt	G	Sum	R	27.00	25.00	20.00	Subdue	G	Ins	C	1.00	1.00	1.00
Mirror Universe	Be	A	R	55.00	50.00	37.50	Sunastian Falconer	Gld	SmL	U	6.80	6.00	6.00
Moat	W	E	R	25.00	20.00	19.50	Sword of the Ages	Be	A	R	28.00	25.00	20.00
Mold Demon	B	Sum	R	12.00	10.75	10.00	Sylvan Library	G	E	U	9.30	7.80	6.00
Moss Monster	G	Sum	C	1.00	1.00	1.00	Sylvan Paradise	G	Ins	U	5.00	4.00	4.00
Mountain Stronghold	Be	L	U	3.80	3.00	3.00	Syphon Soul	B	Sor	C	1.00	1.00	1.00
Mountain Yeti	R	Sum	U	6.00	5.00	5.00	Takklemaggot	B	ECr	U	5.00	5.00	4.10
Nebuchadnezzar	Gld	SmL	R	18.00	16.00	15.00	Telekinesis	U	Ins	R	13.00	12.00	10.00
Nether Void	B	EW	R	16.00	14.50	13.25	Teleport	U	Ins	R	12.75	12.00	10.00
Nicol Bolas	Gld	SmL	R	35.00	30.00	25.00	Tempest Efrete	R	Sum	R	12.00	10.50	9.80
North Star	Be	A	R	17.50	15.00	15.00	Tetsuo Umezawa	Gld	SmL	R	19.25	16.00	14.25
Nova Pentacle	Be	A	R	15.00	13.00	12.00	The Abyss	B	EW	R	26.00	20.00	16.25
Osai Vultures	W	Sum	C	1.00	1.00	1.00	The Brute	R	ECr	C	1.10	1.00	1.00
Palladia-Mors	Gld	SmL	R	32.75	30.00	25.00	The Lady of the Mountain	Gld	SmL	U	6.00	6.00	5.60
Part Water	U	Sor	U	5.00	4.00	4.00	The Tabernacle at Pendrell Vale	Be	LL	R	20.00	16.00	15.00
Pavel Maliki	Gld	SmL	U	6.00	6.00	4.00	The Wretched	B	Sum	R	38.25	28.00	25.00
Pendelhaven	Be	LL	U	6.00	5.00	4.00	Thunder Spirit	W	Sum	R	28.00	23.00	16.00
Petra Sphinx	W	Sum	R	15.00	12.00	12.00	Time Elemental	U	Sum	R	25.00	22.00	20.00
Pit Scorpion	B	Sum	C	1.00	1.00	1.00	Tobias Andron	Gld	SmL	U	6.50	6.00	5.00
Pixie Queen	G	Sum	R	15.00	12.00	11.00	Tolaria	Be	LL	U	5.50	5.00	4.00
Planar Gate	Be	A	R	15.00	12.00	12.00	Tor Wauki	Gld	SmL	U	6.30	6.00	5.00
Pradesh Gypsies	G	Sum	U	5.00	5.00	4.00	Torsten Von Ursus	Gld	SmL	U	6.30	6.00	5.00
Presence of the Master	W	E	U	7.50	6.00	5.30	Touch of Darkness	B	Ins	U	5.00	4.00	4.00
Primordial Ooze	R	Sum	U	5.00	5.00	4.80	Transmutation	B	Ins	C	1.00	1.00	1.00
Princess Lucrezia	Gld	SmL	U	7.00	6.00	5.00	Triassic Egg	Be	A	R	15.00	12.00	10.00
Psionic Entity	U	Sum	R	14.00	11.00	10.00	Tuknir Deathlock	Gld	SmL	R	15.00	12.00	12.00
Psychic Purge	U	Sor	C	1.50	1.00	1.00	Tundra Wolves	W	Sum	C	1.00	1.00	0.90
Puppet Master	U	ECr	U	5.00	4.50	4.00	Typhoon	G	Sor	R	12.50	12.00	10.50
Pyrotechnics	R	Sor	C	1.00	1.00	1.00	Undertow	U	E	U	5.00	4.50	4.00
Quagmire	B	E	U	5.00	4.00	4.00	Underworld Dreams	B	E	U	14.25	12.00	10.50
Quarum Trench Gnomes	R	Sum	R	12.00	10.00	10.00	Unholy Citadel	Be	L	U	4.00	4.00	3.00
Rabid Wombat	G	Sum	U	12.00	9.10	7.10	Untamed Wilds	G	Sor	U	5.30	5.00	4.40
Radjan Spirit	G	Sum	U	5.30	5.00	5.00	Ur-Drago	Gld	SmL	R	15.00	13.00	12.00
Raging Bull	R	Sum	C	1.00	1.00	1.00	Urborg	Be	LL	U	5.80	4.00	4.00
Ragnar	Gld	SmL	R	13.00	12.00	10.00	Vaevictis Asmadi	Gld	SmL	R	35.00	30.00	26.00
Ramirez DePietro	Gld	SmL	U	7.00	6.00	5.00	Vampire Bats	B	Sum	C	1.00	1.00	1.00
Ramses Overdark	Gld	SmL	R	17.00	14.00	13.00	Venarian Gold	U	ECr	C	1.50	1.00	1.00
Rapid Fire	W	Ins	R	12.50	10.50	10.00	Visions	W	Sor	U	6.00	5.00	5.00
Rasputin Dreamweaver	Gld	SmL	R	15.00	12.00	12.00	Voodoo Doll	Be	A	R	13.00	12.00	10.00
(Ae)rathi Berserker	R	Sum	U	5.80	5.00	4.30	Walking Dead	B	Sum	C	1.00	1.00	1.00
Rebirth	G	Sor	R	12.00	10.75	9.80	Wall of Caltrops	W	Sum	C	1.00	1.00	1.00
Recall	U	Sor	R	20.00	15.00	14.00	Wall of Dust	R	Sum	U	4.90	4.00	4.00
Red Mana Battery	Be	A	U	9.80	8.50	7.00	Wall of Earth	R	Sum	C	1.00	1.00	1.00
Reincarnation	G	Ins	U	6.00	5.00	4.00	Wall of Heat	R	Sum	C	1.00	1.00	1.00
Relic Barrier	Be	A	U	6.00	5.00	4.00	Wall of Light	W	Sum	U	5.00	4.00	4.00
Relic Bind	U	EArt	U	5.80	5.00	4.00	Wall of Opposition	R	Sum	R	12.00	11.00	10.00
Remove Enchantments	W	Ins	C	1.00	1.00	1.00	Wall of Putrid Flesh	B	Sum	U	5.90	5.00	4.10
Remove Soul	U	Int	C	1.00	1.00	1.00	Wall of Shadows	B	Sum	C	1.00	1.00	1.00
Reset	U	Int	U	6.00	5.00	5.00	Wall of Tombstones	B	Sum	U	5.00	4.00	4.00
Revelation	G	EW	R	15.75	11.50	10.00	Wall of Vapor	U	Sum	C	1.00	1.00	0.90
Reverberation	U	Ins	R	18.00	12.00	11.00	Wall of Wonder	U	Sum	U	6.00	5.00	4.00
Righteous Avengers	W	Sum	U	5.50	5.00	5.00	Whirling Dervish	G	Sum	U	10.00	8.00	6.30
Ring of Immortals	Be	A	R	17.00	12.00	10.75	White Mana Battery	Be	A	U	10.00	7.50	7.00
Riven Turnbull	Gld	SmL	U	6.00	6.00	5.00	Willow Satyr	G	Sum	R	14.25	12.00	11.50
Rohgahh of Kher Keep	Gld	SmL	R	15.75	15.00	14.00	Winds of Change	R	Sor	U	6.00	6.00	5.00
Rubinia Soulsinger	Gld	SmL	R	20.50	18.00	15.00	Winter Blast	G	Sor	R	16.00	14.00	12.00
Rust	G	Int	C	1.00	1.00	1.00	Wolverine Pack	G	Sum	C	1.00	1.00	1.00
Sea King's Blessing	U	Ins	U	5.00	4.00	3.50	Wood Elemental	G	Sum	R	12.00	11.00	10.00
Seafarer's Quay	Be	L	U	4.00	3.30	3.00	Xira Arien	Gld	SmL	R	15.00	12.00	12.00
Seeker	W	ECr	U	5.40	5.00	4.30	Zephyr Falcon	U	Sum	C	1.50	1.00	1.00
Segovian Leviathan	U	Sum	U	5.00	5.00	4.00							
Sentinel	Be	ACr	R	14.00	12.00	10.00							
Serpent Generator	Be	A	R	25.00	22.00	18.00							
							TOTAL				3016.35	2572.70	2276.75





# THE DARK PRICE GUIDE



CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Amnesia	U	Sor	U	4.80	4.00	3.30	Lurker	G	Sum	R	6.00	6.00	5.00
Angry Mob	W	Sum	U	7.00	5.00	5.00	Mana Clash	R	Sor	R	7.00	6.00	5.00
Apprentice Wizard	U	Sum	R	6.00	5.00	5.00	Mana Vortex	U	E	R	7.00	6.00	6.00
Ashes to Ashes	B	Sor	C	1.00	1.00	0.50	Marsh Gas	B	Ins	C	1.00	0.50	0.50
Ball Lightning	R	Sum	R	12.00	10.00	10.00	Marsh Goblins	Gld	Sum	C	1.00	0.50	0.50
Banshee	B	Sum	U	4.00	4.00	3.00	Marsh Viper	G	Sum	C	1.00	1.00	0.50
Barl's Cage	A	Art	R	6.00	6.00	6.00	Martyr's Cry	W	Sor	R	6.00	6.00	5.00
Blood Moon	R	E	R	10.00	8.00	8.00	Maze of Ith	L	L	U	6.00	6.00	5.00
Blood of the Martyr	W	Ins	U	4.00	4.00	3.00	Merfolk Assassin	U	Sum	U	6.00	5.00	4.50
Bog Imp	B	Sum	C	1.00	0.50	0.50	Mind Bomb	U	Sor	R	6.00	5.00	5.00
Bog Rats	B	Sum	C	1.00	1.00	0.50	Miracle Worker	W	Sum	C	1.00	1.00	0.50
Bone Flute	A	Art	U	4.00	3.00	2.00	Morale	W	Ins	C	1.00	1.00	0.50
Book of Rass	A	Art	U	4.00	3.00	3.00	Murk Dwellers	B	Sum	C	1.00	1.00	0.50
BrainWash	W	E	C	1.00	0.50	0.50	Nameless Race	B	Sum	R	8.00	7.00	6.00
Brothers of Fire	R	Sum	U	4.00	4.00	3.00	Necropolis	A	Art	U	4.00	4.00	3.00
Carnivorous Plant	G	Sum	C	1.00	0.80	0.50	Niall Silvain	G	Sum	R	6.00	6.00	6.00
Cave People	R	Sum	U	4.00	4.00	3.00	Orc General	R	Sum	U	5.00	4.50	4.00
City of Shadows	L	L	R	7.00	7.00	5.00	People of the Woods	G	Sum	U	5.00	4.00	3.00
Cleansing	W	Sor	R	7.00	7.00	6.00	Pikemen	W	Sum	C	1.00	1.00	0.50
Coal Golem	A	Art	U	4.00	4.00	3.00	Preacher	W	Sum	R	12.50	11.50	9.30
Curse Artifact	B	E	U	3.00	3.00	2.00	Psychic Allergy	U	E	R	8.00	7.00	6.00
Dance of Many	U	E	R	7.00	7.00	6.50	Rag Man	B	Sum	R	9.00	8.00	8.00
Dark Heart of the Wood	Gld	Sum	C	1.00	0.50	0.50	Reflecting Mirror	A	Art	U	5.00	5.00	5.00
Dark Sphere	A	Art	U	4.00	4.00	4.00	Riptide	U	Ins	C	1.00	1.00	0.50
Deep Water	U	E	C	1.00	1.00	0.50	Runesword	A	Art	U	5.00	5.00	3.00
Diabolic Machine	A	Art	U	4.00	4.00	3.00	SafeHaven	L	L	R	8.00	8.00	7.00
Drowned	U	Sum	C	1.00	0.60	0.50	Savaen Elves	G	Sum	C	1.00	1.00	0.50
Dust to Dust	W	Sor	C	1.00	1.00	0.50	Scarecrow	A	Art	U	5.00	5.00	3.50
Eater of the Dead	B	Sum	U	5.00	4.00	4.00	Scarwood Bandits	G	Sum	R	8.00	7.00	7.00
Electric Eel	U	Sum	U	4.00	3.00	2.00	Scarwood Goblins	Gld	Sum	C	1.00	0.50	0.50
Elves of Deep Shadows	G	Sum	U	3.00	3.00	2.00	Scarwood Hag	G	Sum	U	4.00	4.00	3.00
Erosion	U	E	C	1.00	1.00	0.50	Scavenger Folk	G	Sum	C	1.00	0.50	0.50
Eternal Flame	R	Sor	R	7.00	6.00	5.00	Season of the Witch	B	E	R	8.00	7.00	7.00
Exorcist	W	Sum	R	10.00	10.00	9.00	Sisters of the Flame	R	Sum	U	4.00	4.00	3.00
Fasting	W	E	U	4.00	4.00	3.00	Skull of Orm	A	Art	U	4.00	4.00	3.10
Fellwar Stone	A	Art	U	5.00	4.00	4.00	Sorrow's Path	L	L	R	6.00	5.00	5.00
Festival	W	Ins	C	1.00	0.60	0.50	Splitting Slug	G	Sum	U	4.00	4.00	2.00
Fire and Brimstone	W	Ins	U	3.00	3.00	3.00	Squire	W	Sum	C	1.00	1.00	0.50
Fire Drake	R	Sum	U	4.00	3.00	3.00	Standing Stones	A	Art	U	5.00	4.00	3.00
Fissure	R	Ins	C	1.00	1.00	0.50	Stone Calendar	A	Art	R	8.00	6.00	6.00
Flood	U	E	U	4.00	3.00	3.00	Sunken City	U	E	C	1.00	1.00	0.50
Fountain of Youth	A	Art	U	5.00	5.00	5.00	Tangle Kelp	U	E	U	3.00	3.00	2.00
Frankenstein's Monster	B	Sum	R	12.00	10.00	8.50	The Fallen	B	Sum	U	5.00	4.00	3.00
Gaea's Touch	G	E	C	1.00	0.50	0.50	Tivadar's Crusade	W	Sor	U	4.00	4.00	4.00
Ghost Ship	U	Sum	C	1.00	0.80	0.50	Tormod's Crypt	A	Art	U	4.00	4.00	3.00
Giant Shark	U	Sum	C	1.00	0.80	0.50	Tower of Coirall	A	Art	U	4.00	4.00	3.00
Goblin Caves	R	E	C	1.00	0.80	0.50	Tracker	G	Sum	R	8.00	7.50	7.00
Goblin Digging Team	R	Sum	C	1.00	0.80	0.50	Uncle Istvan	B	Sum	U	5.00	4.50	4.00
Goblin Hero	R	Sum	C	1.00	0.80	0.50	Venom	G	E	C	1.00	1.00	0.50
Goblin Rock Sled	R	Sum	C	1.00	0.80	0.50	Wand of Ith	A	Art	U	5.00	4.00	3.00
Goblin Shrine	R	E	C	1.00	0.80	0.50	War Barge	A	Art	U	4.00	4.00	3.50
Goblin Wizard	R	Sum	R	8.80	7.00	7.00	Water Wurm	U	Sum	C	1.00	1.00	0.50
Goblins of the Flarg	R	Sum	C	1.00	0.50	0.50	Whippoorwill	G	Sum	U	4.00	4.00	3.00
Grave Robbers	B	Sum	R	7.00	7.00	6.00	Witch Hunter	W	Sum	R	10.00	9.00	7.00
Hidden Path	G	E	R	8.00	7.00	6.00	Word of Binding	B	Sor	C	1.00	1.00	0.50
Holy Light	W	Ins	C	1.00	0.50	0.50	Worms of the Earth	B	E	R	7.00	7.00	6.00
Inferno	R	Ins	R	7.00	7.00	6.00	Wormwood Treefolk	G	Sum	R	6.00	6.00	5.00
Inquisition	B	Sor	C	1.00	0.80	0.50							
Knights of Thorn	W	Sum	R	8.00	8.00	6.00							
Land Leeches	G	Sum	C	1.00	0.80	0.50							
Leviathan	U	Sum	R	13.00	10.00	10.00							
Living Armor	A	Art	U	4.00	4.00	3.00							
							TOTAL				512.10	461.20	391.20



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# FALLEN EMPIRES

## PRICE GUIDE



CARD NAME	COLOR	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	COLOR	RARITY	UPPER	MEDIAN	LOWER
Aeolipile	Be	U1	5.00	4.00	3.00	Icatian Lieutenant	R	U1	5.00	3.50	3.00
Armor Thrull-Dagger	B	C1	1.00	0.50	0.30	Icatian Moneychanger-Scale	W	C1	0.50	0.50	0.30
Armor Thrull-Sewer	B	C1	1.00	0.50	0.30	Icatian Moneychanger-Chest	W	C1	0.50	0.50	0.30
Armor Thrull-Spikes	B	C1	1.00	0.50	0.30	Icatian Moneychanger-Blurred	W	C1	0.90	0.50	0.30
Armor Thrull-Sword	B	C1	1.00	0.50	0.30	Icatian Phalanx	W	U3	3.00	2.00	1.00
Balm of Restoration	Be	U1	5.00	4.00	3.00	Icatian Priest	W	U3	3.00	1.00	1.00
Basal Thrull-Blue face	B	C1	1.00	0.50	0.30	Icatian Scout-Cliffs	W	C1	0.90	0.50	0.30
Basal Thrull-Nose	B	C1	1.00	0.50	0.30	Icatian Scout-Grass	W	C1	0.60	0.50	0.30
Basal Thrull-sunbeams	B	C1	1.00	0.50	0.30	Icatian Scout-Forest	W	C1	0.60	0.50	0.30
Basal Thrull-Hanging	B	C1	1.00	0.50	0.30	Icatian Scout-Wings	W	C1	0.60	0.50	0.30
Bottomless Vault	L	U1	6.00	5.00	4.00	Icatian Skirmishers	W	U1	6.00	5.00	4.00
Brassclaw Orcs-Dance	R	C1	0.50	0.50	0.30	Icatian Store	W	U1	5.00	4.00	0.50
Brassclaw Orcs-Pike	R	C1	0.50	0.50	0.30	Icatian Town	W	U1	6.00	5.00	4.00
Brassclaw Orcs-Pointing	R	C1	0.50	0.50	0.30	Implements of Sacrifice	Be	U1	5.00	4.00	4.00
Brassclaw Orcs-Winged Helm	R	C1	0.50	0.50	0.30	Initiates of the Ebon Hand-Lady	B	C1	0.80	0.50	0.30
Breeding Pit	B	U3	3.00	3.00	2.00	Initiates of the Ebon Hand-Eye	B	C1	0.80	0.50	0.30
Combat Medic-Armband	W	C1	1.00	0.50	0.30	Initiates of the Ebon Hand-Mob	B	C1	0.80	0.50	0.30
Combat Medic-Mystic	W	C1	1.00	0.50	0.30	Merseine-Cage	U	C1	1.00	0.50	0.30
Combat Medic-Pikemen	W	C1	1.00	0.50	0.30	Merseine-Net	U	C1	1.00	0.50	0.30
Combat Medic-Riding	W	C1	1.00	0.50	0.30	Merseine-Fish	U	C1	1.00	0.50	0.30
Conch Horn	Be	U1	4.50	3.00	3.00	Merseine-Throwing Net	U	C1	1.00	0.50	0.30
Deep Spawn	U	U3	3.50	3.00	2.00	Mindstab Thrull-Old Man	B	C1	0.50	0.50	0.30
Delif's Cone	Be	C1	2.00	2.00	0.80	Mindstab Thrull-Running	B	C1	0.50	0.50	0.30
Delif's Cube	Be	U1	5.00	4.50	4.00	Mindstab Thrull-Arms	B	C1	0.50	0.50	0.30
Derelor	B	U1	5.00	4.50	4.00	Necrite-Green	B	C1	1.00	0.50	0.30
Draconian Cylx	Be	U1	5.00	4.50	4.00	Necrite-Sea Monkeys	B	C1	1.00	0.50	0.30
Dwarven Armorer	R	U1	5.00	4.00	4.00	Necrite-Tongue	B	C1	1.00	0.50	0.30
Dwarven Catapult	R	U3	3.00	2.00	1.00	Night Soil-Blur	G	C1	1.00	0.50	0.30
Dwarven Hold	L	U1	5.00	4.50	4.00	Night Soil-Fungus	G	C1	1.00	0.50	0.30
Dwarven Lieutenant	R	U3	3.00	2.00	1.00	Night Soil-Rake	G	C1	1.00	0.50	0.30
Dwarven Ruins	L	U2	3.00	2.30	2.00	Orcish Captain	R	U3	3.00	1.00	1.00
Dwarven Soldier-Blur	R	C1	0.50	0.50	0.30	Orcish Spy-Telescope	R	C1	0.50	0.50	0.30
Dwarven Soldier-Dragon	R	C1	0.50	0.50	0.30	Orcish Spy-Map	R	C1	0.50	0.50	0.30
Dwarven Soldier-Two	R	C1	0.50	0.50	0.30	Orcish Spy-Eye patch	R	C1	0.50	0.50	0.30
Ebon Praetor	B	U1	7.00	6.00	5.00	Orcish Veteran-Armor	R	C1	0.50	0.50	0.30
Ebon Stronghold	L	U2	3.00	2.00	2.00	Orcish Veteran-Army	R	C1	0.50	0.50	0.30
Elven Fortress-Gate	G	C1	0.50	0.50	0.30	Orcish Veteran-Hooded	R	C1	0.50	0.50	0.30
Elven Fortress-Hut	G	C1	0.50	0.50	0.30	Orcish Veteran-Hair tied up	R	C1	0.50	0.50	0.30
Elven Fortress-Path	G	C1	0.50	0.50	0.30	Order of Leitbur-Flag	W	C1	1.00	0.50	0.50
Elven Fortress-Stream	G	C1	0.50	0.50	0.30	Order of Leitbur-Shield	W	C1	1.00	0.50	0.50
Elven Lyre	Be	U1	5.00	4.00	4.00	Order of Leitbur-Calvary	W	C1	1.00	0.50	0.50
Elvish Farmer	G	U1	5.00	5.00	4.00	Order of the Ebon Hand-Sword	B	C1	1.00	0.50	0.30
Elvish Hunter-Kneeling	G	C1	1.00	0.50	0.30	Order of the Ebon Hand-Centaur	B	C1	1.00	0.50	0.30
Elvish Hunter-Profile	G	C1	1.00	0.50	0.30	Order of the Ebon Hand-Shield	B	C1	1.00	0.50	0.30
Elvish Hunter-Torso	G	C1	1.00	0.50	0.30	Orgg	R	U1	5.00	4.00	4.00
Elvish Scout-Female	G	C1	0.50	0.50	0.30	Raiding Party	R	U3	3.50	2.00	1.00
Elvish Scout-Green	G	C1	0.50	0.50	0.30	Rainbow Vale	L	U1	5.00	4.50	4.00
Elvish Scout-Orange	G	C1	0.50	0.50	0.30	Ring of Renewal	Be	U1	5.00	4.00	4.00
Farrel's Mantle	W	U3	3.00	2.00	1.00	River Merfolk	U	U1	6.00	4.50	4.00
Farrel's Zealot-Knives	W	C1	1.00	0.50	0.50	Ruins of Trokair	L	U2	3.00	2.00	2.00
Farrel's Zealot-Bald Man	W	C1	1.00	0.50	0.50	Sand Silos	L	U1	6.00	5.00	4.00
Farrel's Zealot-White hair	W	C1	1.00	0.50	0.50	Seasinger	U	U3	4.00	3.00	2.00
Farrelite Priest	W	U3	2.50	1.00	1.00	Soul Exchange	B	U3	3.00	3.00	1.00
Feral Thallid	G	U3	3.00	2.00	1.00	Spirit Shield	Be	U1	5.00	4.00	3.00
Fungal Bloom	G	U1	6.00	5.00	3.00	Spore Cloud-Man	G	C1	0.50	0.50	0.30
Goblin Chirurgeon-Cutting leg	R	C1	0.50	0.50	0.30	Spore Cloud-Spike	G	C1	0.50	0.50	0.30
Goblin Chirurgeon-Elf	R	C1	0.50	0.50	0.30	Spore Cloud-Explosion	G	C1	0.50	0.50	0.30
Goblin Chirurgeon-Needle	R	C1	0.50	0.50	0.30	Spore Flower	G	U3	3.00	2.00	0.80
Goblin Flotilla	R	U1	6.00	5.00	4.00	Syvelunite Priest	U	U3	3.00	2.00	1.00
Goblin Grenade-Dwarf	R	C1	0.60	0.50	0.30	Syvelunite Temple	L	U2	3.00	2.00	1.50
Goblin Grenade-Fireworks	R	C1	0.60	0.50	0.30	Thallid-Mushroom	G	C1	1.00	0.50	0.30
Goblin Grenade-Spike	R	C1	0.60	0.50	0.30	Thallid-Octopus	G	C1	1.00	0.50	0.30
Goblin Kites	R	U3	3.00	2.00	1.00	Thallid-Snout	G	C1	1.00	0.50	0.30
Goblin War Drums-Hair tied up	R	C1	1.00	0.50	0.30	Thallid-Cyclops	G	C1	1.00	0.50	0.30
Goblin War Drums-Big drum	R	C1	1.00	0.50	0.30	Thallid Devourer	G	U3	3.00	2.00	1.00
Goblin War Drums-blur	R	C1	1.00	0.50	0.30	Thelon's Chant	G	U3	3.00	2.00	1.00
Goblin War Drums-Skull drums	R	C1	1.00	0.50	0.30	Thelon's Curse	G	U1	5.00	5.00	3.00
Goblin Warrens	R	U1	6.00	4.00	3.50	Thelonite Druid	G	U3	3.50	2.80	1.80
Hand of Justice	W	U1	8.00	7.00	5.00	Thelonite Monk	G	U1	5.00	4.00	3.00
Havenwood Battleground	L	U2	4.00	3.00	2.00	Thorn Thallid-Mist	G	C1	0.50	0.50	0.30
Heroism	W	U3	2.00	1.50	1.00	Thorn Thallid-Arms	G	C1	0.50	0.50	0.30
High Tide-Blur	U	C1	0.50	0.50	0.30	Thorn Thallid-Teeth	G	C1	0.50	0.50	0.30
High Tide-Merfolk	U	C1	0.50	0.50	0.30	Thorn Thallid-Armadillo	G	C1	1.00	0.50	0.30
High Tide-Sea Life	U	C1	0.50	0.50	0.30	Thrull Champion	B	U1	6.00	5.00	4.00
Hollow Trees	L	U1	5.00	4.00	4.00	Thrull Retainer	B	U3	3.00	2.00	1.50
Homarid-Eye Stalks	U	C1	0.50	0.50	0.30	Thrull Wizards	B	U3	3.00	1.00	1.00
Homarid-Open Claws	U	C1	0.50	0.50	0.30	Tidal Flats-Cracked	U	C1	0.50	0.50	0.30
Homarid-Pikeman	U	C1	0.50	0.50	0.30	Tidal Flats-Raised horizon	U	C1	0.50	0.50	0.30
Homarid-Lobster	U	C1	0.50	0.50	0.30	Tidal Flats-Low Horizon	U	C1	0.50	0.50	0.30
Homarid Shaman	U	C1	3.50	3.00	0.50	Tidal Influence	U	U3	2.00	1.00	1.00
Homarid Spawning Bed	U	U3	3.00	2.00	1.00	Tourach's Chant	B	U3	3.00	2.00	1.00
Homarid Warrior-Brown	U	C1	1.00	0.50	0.30	Tourach's Gate	B	U1	5.00	4.00	3.00
Homarid Warrior-Serpent	U	C1	1.00	0.50	0.30	Vodalian Knights	U	U1	6.00	5.00	4.00
Homarid Warrior-Shell	U	C1	1.00	0.50	0.30	Vodalian Mage-Green	U	C1	0.50	0.50	0.30
Hymn to Tourach-Circle	B	C1	1.00	0.50	0.30	Vodalian Mage-Blue	U	C1	0.50	0.50	0.30
Hymn to Tourach-Cape	B	C1	1.00	0.50	0.30	Vodalian Mage-White	U	C1	0.50	0.50	0.30
Hymn to Tourach-Table	B	C1	1.00	0.50	0.30	Vodalian Soldiers-Shark	U	C1	0.50	0.50	0.30
Hymn to Tourach-Wolf	B	C1	1.00	0.50	0.30	Vodalian Soldiers-Trident	U	C1	0.50	0.50	0.30
Icatian Infantry-Crosses	W	C1	0.50	0.50	0.30	Vodalian Soldiers-Ship	U	C1	0.50	0.50	0.30
Icatian Infantry-Halberds	W	C1	0.50	0.50	0.30	Vodalian Soldiers-Rapier	U	C1	0.50	0.50	0.30
Icatian Infantry-Horns	W	C1	0.50	0.50	0.30	Vodalian War Machine	U	U1	6.00	5.00	4.00
Icatian Infantry-Shields	W	C1	0.50	0.50	0.30	Zelyon Sword	Be	U1	5.00	4.00	4.00
Icatian Javelineers-Chest	W	C1	0.50	0.50	0.30						
Icatian Javelineers-Clothes	W	C1	0.50	0.50	0.30						
Icatian Javelineers-Red Hair	W	C1	0.50	0.50	0.30						
TOTAL									374.30	283.10	206.10



# HEARTBREAKER'S INQUISITION™

INQUISITION™, the first expansion for Doomtrooper™, is designed to take the game into some new directions. It will center around the most powerful forces in the universe, the Brotherhood and the Dark Legion. Most of the cards will have a link to these organisations, but are designed to please those who have specialized in any one of the corporations.

Inquisition will also introduce a new card category—RELICS—ancient objects and artifacts that hold tremendous powers. There will also be new personalities from all of the corporations (including the Supreme Cardinal of the Brotherhood and all five Dark Apostles), new vehicles, new equipment and more!

Besides new game play features, there's also other enhancements. LIMITED EDITION, GOLD FOIL packaging, over 100 new cards and randomly inserted cards signed by some of the top Doomtrooper artists will be included throughout the world-wide print run.

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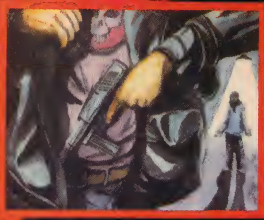
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# THAD

## Price Guide



CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER
AARON'S FEEDING RAZOR	Eq	R4	Mi	7.00	6.00	5.00	DIMPLE	V	V	Nos	0.60	0.50	0.50
ACADEMIC HUNTING GROUNDS	Uq LOC	U3	MA	2.90	2.00	2.00	DISARMING PRESENCE	AcM	U2	Mi	2.00	0.80	0.80
ACHING BEAUTY		U2	MA	2.90	2.30	1.30	DISGUISED WEAPON	Co	C1	Mi	0.40	0.30	0.30
ACROBATICS	Co	C4	Mi	0.30	0.30	0.30	DISPUTED TERRITORY	PoA	C3	Mi	0.40	0.30	0.30
ADRIANNE	V	V	To	0.70	0.50	0.50	DISTRACTION	Ac	R1,2	Mi	5.00	5.00	4.30
AGRIPPINA	V	V	No	0.60	0.50	0.50	DODGE	Co	C2	Mi	0.40	0.30	0.30
AID FROM BATS	Co	C1	Mi	0.40	0.30	0.30	DOLLFACE	V	V	MAL	0.60	0.50	0.50
AL'S ARMY APPARATUS	Uq LOC	R1,2	MA	5.00	5.00	5.00	DOMAIN CHALLENGE	PoA	C2	Mi	0.40	0.30	0.30
ALEPH	V	V	MAL	0.60	0.50	0.50	DOMINATE	Sk	C4	MA	0.50	0.50	0.30
AMARANATH	Co	U2	Mi	2.00	2.00	0.80	DON CRUEZ - THE IDEALIST	V	V	BR	1.00	0.50	0.40
ANARCH REVOLT		U3	MA	2.50	2.00	1.00	DORIAN STRACK	V	V	TOR	0.60	0.50	0.50
ANARCH TROUBLEMAKER	Uq	R3	MA	4.80	3.80	3.10	DR. JEST	V	V	MAL	0.90	0.70	0.50
ANASTASIA GREY	V	V	GA	0.60	0.50	0.50	DR. JOHN CASEY	V	V	TRE	0.60	0.50	0.50
ANCIENT INFLUENCE	PoA	C4	Mi	0.40	0.30	0.30	DRAGON BREATH ROUNDS	Co	U3	Mi	1.00	1.00	1.00
ANCILLA EMPOWERMENT	PoA	C3	Mi	0.50	0.30	0.30	DRAIN ESSENCE	Co	U4	Mi	1.50	1.00	0.80
ANDREAS - BARD OF CRETE	V	V	To	0.80	0.80	0.50	DRAMATIC UPHEAVAL	PoA	V	Mi	1.00	1.00	0.70
ANGEL	V	V	BR	0.60	0.50	0.50	DRAWING OUT THE BEAST	Co	C1	Mi	0.50	0.50	0.40
ANGUS - THE UNRULED	V	V	GA	0.90	0.60	0.50	DRE - LEADER OF THE COLD DAWN	V	V	BR	0.60	0.50	0.50
ANIMALISM	Sk	C1	MA	0.50	0.50	0.30	DREAD GAZE	REA	C2	Mi	0.40	0.30	0.30
ANNEKE	V	V	To	0.80	0.80	0.50	DUCK	V	V	Nos	0.60	0.50	0.50
ANSON	V	V	To	0.90	0.70	0.50	EAGLE'S SIGHT	REA	U1	Mi	1.80	0.90	0.80
ANVIL	V	V	BR	0.80	0.60	0.50	EARTH CONTROL	AcM	C4	Mi	0.40	0.30	0.30
APPOLONIUS	V	V	BR	0.90	0.80	0.50	EARTH MELD	Co	C1	Mi	0.40	0.30	0.30
ARCANE LIBRARY	Uq LOC	R3	MA	5.00	5.00	4.30	EBANEZER ROUSH	V	V	Nos	0.80	0.50	0.50
ARCHON	PoA	V	Mi	1.90	1.30	1.00	ECO TERRORISTS	Uq LOC	R3	MA	7.00	6.00	5.00
ARMED DEALER	AL	U3	Mi	2.00	1.50	1.00	EFFECTIVE MANAGEMENT		C3	MA	0.80	0.50	0.40
ARMY OF RATS	Ac	C3	Mi	0.50	0.50	0.40	ELDER KINDRED NETWORK	REA	U2	Mi	1.80	1.00	0.90
ARSON	Ac	C2	Mi	0.40	0.30	0.30	ELDER LIBRARY	Uq LOC	C2	MA	0.80	0.80	0.50
ART MUSEUM	Uq LOC	R1	MA	4.30	5.00	4.30	ELIOT SINCLAIR - VIRTUOSO THESPIAN	V	V	TOR	0.90	0.80	0.50
ASCENDANCE		C3	MA	5.50	0.50	0.30	ELYSIUM: THE ARBORETUM	Uq LOC	U1	MA	1.80	1.00	1.00
ASSAULT RIFLE	Eq:WPNGUN	U4	Mi	1.00	1.00	1.00	EMERSON BRIDGES	VE - Pn	V	Mi	0.90	0.60	0.50
ASTRID THOMAS	V	V	Tr	0.90	0.80	0.50	ENCHANT KINDRED	Ac	C4	Mi	0.40	0.30	0.30
ASYLUM HUNTING GROUND	Uq LOC	U1	MA	3.00	2.50	1.30	ENHANCED SENSES	REA	C1	Mi	0.40	0.30	0.30
AURA READING	Co	U3,4	Mi	2.00	1.00	0.80	ENTRANCEMENT	Ac	R1	Mi	5.00	5.00	4.00
AUSPEX	Sk	C2	MA	0.50	0.40	0.30	FACELESS NIGHT	AcM	C1	Mi	0.40	0.30	0.30
AUTARKIS PERSECUTION	PoA	C3	Mi	0.40	0.30	0.30	FAKE OUT	Co	C4	Mi	0.40	0.30	0.30
BACKWAYS	Uq LOC	U4	MA	1.50	1.00	1.00	FAME		U3	MA	1.50	1.00	1.00
BADGER	V	V	GA	0.60	0.50	0.50	FAR MASTERY	Ac	R1,4	Mi	4.50	4.00	3.50
BASILIA	V	V	GA	1.00	0.80	0.50	FAST HANDS	Co	U4	Mi	2.00	1.00	0.80
BASTARD SWORD	Eq:WPN,MLE	U3,4	Mi	1.30	1.00	0.80	FAST REACTION	REA	C3	Mi	0.30	0.30	0.30
BEAR PAW	V	V	GA	0.60	0.50	0.50	FELICIA MOSTROM	V	V	TOR	0.60	0.50	0.50
BEHIND YOU	Co	R1,2	Mi	5.00	4.50	4.00	FISTS OF DEATH	Co	R2	Mi	5.00	4.50	3.30
BETRAYER	R1	MA	MA	5.00	5.00	5.00	FLAK JACKET	Eq	C3	Mi	0.40	0.30	0.30
BEWITCHING ORATION	AcM	C4	Mi	0.40	0.30	0.30	FLAME THROWER	Eq: WPN	U3	Mi	3.00	3.00	3.00
BIANCA	V	V	BR	0.60	0.50	0.50	FLASH	Co	C1	Mi	0.40	0.30	0.30
BLACK CAT	V	V	BR	0.60	0.50	0.50	FLESH OF MARBLE	Co	R3,3	Mi	5.00	4.50	3.30
BLOOD BOND	Ac	U1	Mi	1.80	0.90	0.60	FORM OF MIST	Co	U3,4	Mi	2.00	0.80	0.80
BLOOD DOLL	MA	C4	MA	0.50	0.50	0.50	FORM OF THE GHOST	Co	C4	Mi	0.40	0.30	0.30
BLOOD FURY	Co	C3	Mi	0.40	0.30	0.30	FORTITUDE	Sk	C2	MA	0.50	0.40	0.30
BLOOD PUPPY	Uq	R2	MA	5.00	5.00	4.30	FRAGMENT OF THE BOOK OF NOD	Uq	R1	MA	5.00	5.00	5.00
BLOOD RAGE	Co	C1	Mi	0.40	0.30	0.30	FREAK DRIVE	AcM	R1,1	Mi	5.00	4.30	3.80
BLOODHUNT	Ac	U1	Mi	2.40	2.00	1.10	FRENZY	Oot	C2	MA	0.50	0.40	0.30
BLUR	Co	C1	Mi	0.40	0.30	0.30	GAME OF MALKAV		U3	MA	1.90	1.00	0.80
BODY OF SUN	Co	R2	Mi	5.40	5.00	5.00	GANGREL DE-EVOLUTION		U1	MA	1.90	1.00	1.00
BOMB	Eq: WPN	U4	Mi	2.30	1.00	1.00	GANGREL JUSTICAR	PoA	R2	Mi	5.00	4.50	3.30
BONDING	AcM	C1	Mi	0.40	0.30	0.30	GHOUL ESCORT	Re	R1	Mi	5.00	5.00	3.00
BOXED IN	Co	C2	Mi	0.40	0.30	0.30	GHOUL RETAINER	Re	R3,4	Mi	4.80	3.50	3.00
BRAINWASH	C3	MA	MA	0.50	0.40	0.30	GIANT'S BLOOD	Co	R2	MA	5.00	5.00	4.30
BRAZIL	V	V	MAL	0.60	0.50	0.50	GIDEON FONTAINE	V	V	VEN	0.60	0.50	0.50
BRIEBES	AcM	C3	Mi	0.40	0.30	0.30	GILBERT DUANE	V	V	MAL	0.80	0.60	0.50
BRUIAH FRENZY	oot	U1	MA	1.80	1.00	1.00	GIRD MINIONS		C3	MA	0.50	0.40	0.30
BRUIAH JUSTICAR	PoA	R4	Mi	5.00	4.50	4.00	GITANE ST. CLAIRE	V	V	GAN	0.90	0.60	0.50
BUM'S RUSH	Ac	C1	Mi	2.30	0.50	0.40	GIULIANO VINCENTI	V	V	GAN	0.60	0.50	0.50
BURST OF SUNLIGHT	Co	R1,3	Mi	5.00	4.00	1.80	GLASER ROUNDS	Co	U4	MIN	1.50	1.00	0.80
BUSINESS PRESSURE	AcM	R3,4	Mi	4.50	4.00	3.00	GLEAM OF RED EYES	Co	C3	MIN	0.40	0.30	0.30
CAMARILLA EXEMPLARY	PoA	C1	Mi	0.50	0.30	0.30	GOLCONDA - INNER PEACE		R4	MA	5.80	5.00	4.30
CAMILLE DEVEREUX	V	V	GA	0.60	0.50	0.40	GOVERN THE UNALIGNED	Ac	C1	Mi	0.40	0.30	0.30
CANINE HORDE	Co	C3	Mi	0.50	0.30	0.30	GRAVE ROBBERING	Ac	U4	Mi	2.50	1.00	1.00
CARDANO	V	V	Tr	0.90	0.60	0.50	GRENADE	Eq: WPN	U1,1	Mi	1.50	1.00	0.80
CASSANDRA - MAGUS PRIME	V	V	Tr	0.90	0.70	0.60	GRENDEL - THE WORM EATEN	V	V	Nos	0.60	0.50	0.50
CAT BURGLARY	Ac	R3	Mi	0.40	0.30	0.30	GROWING FURY	V	V	Mi	0.40	0.30	0.30
CAT'S GUIDANCE	REA	C3	Mi	0.40	0.30	0.30	GUNTHER - BEAST LORD	V	V	GAN	0.60	0.50	0.50
CAULDRON OF BLOOD	Co	C3	Mi	0.40	0.30	0.30	GYPSES	AL	U2	Mi	3.00	3.00	1.50
CELERTY	Sk	C1	MA	0.50	0.50	0.30	HASINA KESI	V	V	CAI	0.60	0.50	0.50
CHAINSAW	Eq: WPN	U2,2	Mi	1.80	1.00	0.60	HAVEN UNCOVERED		C3	MA	0.50	0.40	0.30
CHANGE OF TARGET	AcM	U2	Mi	1.80	0.90	0.80	HAWG	Eq: VCL	C2	Mi	0.50	0.40	0.30
CHANTRY	Uq LOC	U4	MA	3.00	2.80	1.40	HEATHER FLORENT - THE OPPORTUNIST	V	V	VEN	0.70	0.50	0.40
CHARMING LOBBY	Ac	U1	Mi	1.80	1.00	0.90	HECTOR SOSA	V	V	BR	0.60	0.50	0.50
CHARNAS THE IMP	RE	R4	Mi	6.00	5.50	5.00	HELENA CASIMIR	V	V	VEN	0.90	0.70	0.50
CHESTER DUBOIS	V	V	No	0.90	0.60	0.50	HELL HOUND	AL	R1,2	MIN	5.00	5.00	5.00
CLAWS OF THE DEAD	Co	C4	Mi	0.40	0.30	0.30	HIDDEN LURKER	Ac	C1	Mi	0.40	0.30	0.30
CLOAK THE GATHERING	AcM	C1	Mi	0.40	0.30	0.30	HIGH STAKES	PoA	R2,3	Mi	5.00	5.00	4.30
COLIN FLYNN	V	V	To	0.50	0.50	0.50	HOMUNCULUS	Re	U2	Mi	1.00	1.00	0.60
COMPUTER HACKING	Ac	C4	Mi	0.40	0.30	0.30	HOSTILE TAKE OVER		R1	MA	5.00	5.00	3.50
CONCEALED WEAPON	Co	C3	Mi	0.40	0.30	0.30	IGNATIS	V	V	TRE	0.60	0.50	0.50
CONDITIONING	AcM	C4	Mi	0.40	0.30	0.30	IGO - THE HUNGRY	Co	V	CAI	0.60	0.50	0.50
CONQUER THE BEAST	Co	R2	Mi	5.00	4.50	3.30	ILLEGAL SEARCH AND SEIZURE		C3	MA	0.50	0.40	0.30
CONSANGUINEOUS BOON	PoA	C3	Mi	0.40	0.30	0.30	IMMORTAL GRAPPLE		R1,3	Mi	4.50	4.00	3.00
CONSANGUINEOUS CONDEMNATION	PoA	C1	Mi	0.40	0.30	0.30	INDOMITABILITY	Co	C1	Mi	0.40	0.30	0.30
CONSERVATIVE AGITATION	PoA	C1	Mi	0.40	0.30	0.30	INFERNAL PURSUIT	Co	U3,4	Mi	1.50	0.80	0.60
COURTLAND LEIGHTON	V	V	VEN	0.50	0.50	0.50	INFORMATION HIGHWAY	Uq LOC	U1	MA	2.40	2.00	2.00
CRUISHER	V	V	BR	0.80	0.80	0.50	IR GOGGLES	Eq	U1,4	Mi	1.50	1.00	0.90
CRYPTIC MISSION	Ac	C1	Mi	0.40	0.30	0.30	IVORY BOW	Eq: UqWPN	R4	Mi	8.00	7.00	4.00
CRYPTIC RIDER	Ac Mod	U3	Mi	1.70	0.80	0.60	J.S. SIMMONS ESQ.	Re: Uq	R1,4	Mi	5.00	4.30	3.30
CULTIVATED BLOOD SHORTAGE		U1	MA	1.00	1.00	0.60	JACKIE THERMAN	Re: Uq	R3,4	Mi	5.00	4.50	3.60
CUNCIATOR MOTION	PoA	R1,2	Mi	4.50	4.00	3.00	JAZZ WENTWORTH	V	V	VEN	0.60	0.50	0.50
CURSE OF NITOCRIS	Uq	R3	MA	5.00	5.00	3.50	JING WEI	V	V	TRE	0.60	0.50	0.50
DANCIN' DANA	V	V	MAL	0.70	0.50	0.50	JUSTINE - ELDER OF DALLAS	V	V	TRE	0.90	0.80	0.50
DAWN OPERATION	AcM	U3	Mi	1.50	1.00	0.80	KALLISTA - MASTER SCULPTOR	V	V	TOR	0.60	0.50	0.50
DAY OPERATION	AcM	R4	Mi	5.00	4.50	3.30	KINDRED INTELLIGENCE	Ac	R2,4	Mi	5.00	4.50	3.30
DEAD-END ALLEY	Co	C2	Mi	0.40	0.30	0.30	KINDRED RESTRUCTURE	PoA	MA	Mi	2.00	2.00	1.00
DEAL WITH THE DEVIL		C2	MA	0.50	0.40	0.30	KINDRED SEGREGATION	PoA	MA	Mi	2.00	2.00	1.00
DEER RIFLE	Eq:WPN,GUN	C2	Mi	0.50	0.40	0.30	KINDRED SOCIETY GAMES		R2	MA	5.00	5.00	3.50
DEFLECTION	REA	C1	Mi	0.40	0.30	0.30	KINE DOMINANCE	Ac	R2	Mi	5.00	5.00	3.50
DELAYING TACTICS	REA	U3	Mi	1.50	1.00	0.90	KINE RESOURCES CONTESTED	PoA	C2	Mi	0.40	0.30	0.30
DELIHIA EASTON	V	V	To	0.60	0.50	0.50	KOKO	V	V	Nos	0.80	0.50	0.50
DEMETRIUS SLATER	V	V	To	0.60	0.50	0.50							





# PRICE GUIDE



CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER
LETTER FROM VIENNA		U1	MA	2.00	1.50	1.00	RUMORS OF GEHENNA	PoA	R1,4	MI	5.00	5.00	3.50
LEX TALONIS	V	PoA	MI	2.00	1.50	0.70	SABBAT THREAT	PoA	V	MI	2.00	1.00	0.60
LIFE BOON	Oot	U4	MA	1.30	1.00	0.60	SABINE LAFITTE	V	V	TRE	0.70	0.50	0.50
LOST IN CROWDS	ACM	C2	MI	0.50	0.30	0.30	SAMMY	V	V	NOS	0.60	0.50	0.50
LOYAL STREET GANG	AL	U1	MI	1.50	1.00	1.00	SARAH COBBLER	V	V	TRE	0.60	0.50	0.50
LUCIA PACCIOIA	V	V	VEN	0.70	0.50	0.50	SATURDAY NIGHT SPECIAL	Eq:WPN,GUN	C1	MI	0.40	0.30	0.30
LUCIAN	V	V	MAL	1.00	1.00	0.50	SAWED-OFF SHOTGUN	Eq:WPN,GUN	C4	MI	0.50	0.50	0.30
LUCKY BLOW	Co	C3	MI	0.40	0.30	0.30	SCORN OF ADONIS	ACM	U1	MI	1.80	1.00	0.90
LUCRETIA - CESS QUEEN	V	V	NOS	1.00	0.80	0.50	SEBASTIAN MARLEY	V	V	NOS	0.60	0.50	0.50
LUPO	V	V	BR	0.60	0.50	0.50	SEDUCTION	ACM	C4	MI	0.40	0.30	0.30
LYDIA VAN CUELEN	V	V	TRE	0.60	0.50	0.50	SELMA - THE REPUGNANT	V	V	NOS	0.70	0.50	0.50
MADNESS NETWORK	Uq	R2	MA	5.00	5.00	4.30	SENGIR DAGGER	Eq:UqWPN,MLE	R3	MI	5.80	4.50	3.30
MAGIC OF THE SMITH	Ac	R4	MI	6.00	5.50	4.30	SHATTERING BLOW	Co	C1	MI	0.40	0.30	0.30
MAJESTY	Co	C3	MI	0.40	0.30	0.30	SHELDON - LORD OF THE CLOG	V	V	NOS	1.00	1.00	0.50
MAJOR BOON	Oot	U4	MA	1.90	1.00	0.80	SHORT TERM INVESTMENT	V	C4	MA	0.50	0.30	0.30
MALKAVIAN DEMENTIA	MA	U4	MA	1.40	1.00	0.70	SIDESLIP	Co	C2	MI	0.40	0.30	0.30
MALKAVIAN JUSTICAR	PoA	R3	MI	5.00	5.00	3.50	SIR WALTER NASH	V	V	VEN	2.00	1.80	1.50
MALKAVIAN FRANK	R1,1	R3	MA	4.50	5.00	4.50	SKIN OF NIGHT	Co	U1	MI	1.80	1.00	0.80
MALKAVIAN TIME AUCTION		R3	MA	5.40	4.80	3.40	SKIN OF ROCK	Co	C1	MI	0.40	0.30	0.30
MANSTOPPER ROUNDS	Co	U1,2	MI	1.80	1.00	0.90	SKIN OF STEEL	Co	C2	MI	0.40	0.30	0.30
MARIEL - LADY THUNDER	V	V	MAL	0.60	0.50	0.50	SLIM HUNTING GROUND	Uq LOC	U2	MA	2.00	2.00	2.00
MARTY LECHTANSI	V	V	NOS	0.90	0.70	0.50	SMILING JACK THE ANARCH	Uq	R2	MA	7.80	7.00	4.00
MASIKA	V	V	TOR	0.90	0.80	0.50	SMUDGE - THE IGNORED	V	V	CAI	0.60	0.50	0.50
"MASK OF 1,000 FACES"	ACM	U2	MI	1.80	0.90	0.80	SOCIAL CHARM	Ac	C2	MI	0.40	0.30	0.30
MASQUERADE ENDANGERED	Oot	U4	MA	1.40	1.00	0.80	SOCIETY HUNTING GROUND	Uq LOC	U4	MA	2.00	2.00	1.50
MASQUERADE ENFORCEMENT	V	PoA	MI	2.80	1.50	0.90	SOCIETY OF LEOPOLD	Uq	R4	MA	5.00	5.00	3.50
MELISSA BARTON	V	V	VEN	0.60	0.50	0.50	SOUL GEM OF ETRIUS	Eq: Uq	R2	MI	5.00	5.00	4.30
MERILL MOLITOR	V	V	TRE	0.60	0.50	0.50	SPORT BIKE	Eq: VCL	U1,2	MI	2.00	1.50	1.00
METRO UNDERGROUND	Uq LOC	U2	MA	2.00	1.80	1.30	SPYING MISSION	ACM	U2	MI	3.00	2.00	0.90
MIGHTY GRAPPLE	Co	R3	MI	0.30	0.30	0.30	STAKE	Eq:WPN,MLE	U1	MI	2.00	1.80	1.50
MILICENT SMITH - PURITAN VAMP HNTR	Uq	R3	MA	4.80	3.50	3.00	STORM SEWERS	Uq LOC	U3	MA	1.50	1.00	1.00
MINION TAP		C3	MA	0.50	0.40	0.30	SUBMACHINE GUN	Eq:WPN,GUN	U3,4	MI	2.00	1.00	0.80
MINOR BOON	Oot	U3	MA	2.00	1.00	0.80	SUCCUBUS CLUB	Uq LOC	R4	MA	7.50	5.50	4.30
MIRANDA SANOVA	V	V	BRU	0.90	0.60	0.50	SUDDEN REVERSAL	Oot	U2	MA	2.00	1.00	1.00
MISDIRECTION		C1	MA	0.50	0.40	0.30	SURPRISE INFLUENCE	ReA	C4	MI	0.40	0.30	0.30
MOB CONNECTIONS	Uq	U3	MA	2.00	1.00	0.90	SYLVESTER SIMMS	V	V	MAL	0.90	0.70	0.50
MONOCLE OF CLARITY	Eq: Uq	R4	MI	6.50	4.50	4.00	TALBOT'S CHAINSAW	Eq:Uq WPN	R3	MI	7.00	6.00	5.00
MOVEMENT OF THE MIND	Co	C2	MI	0.40	0.30	0.30	TASHA MORGAN (A)	Re	R1,3	MI	5.00	5.00	3.50
MOVEMENT OF THE SLOW BODY	Ac	U3	MI	2.00	0.70	0.70	TASHA MORGAN (B)	Re	R1,3	MI	5.00	5.00	3.50
MR. WINTHROP	Re: Uq	R1,2	MI	5.00	4.50	3.30	TASTE OF VITAE	Co	U2	MI	1.80	1.00	0.90
MUDDLED VAMPIRE HUNTER	AL	U1	MI	2.30	2.00	1.00	TATIANA ROMANOV	V	TOR	0.90	0.60	0.50	
MURDER OF CROWS	Re: R2,3	R3	MI	4.90	4.30	3.30	TELEPATHIC COUNTER	ReA	C4	MI	0.50	0.30	0.30
NATASHA VOLFCHEK	V	V	VEN	0.60	0.50	0.50	TELEPATHIC MISDIRECTION	ReA	C1	MI	0.40	0.30	0.30
NAVAR MCCLAREN	V	V	CAI	0.60	0.50	0.50	TELEPATHIC VOTE COUNTING	ACM	R1	MI	5.50	5.00	1.80
NIGHT MOVES	Ac	U1,4	MI	1.50	1.00	0.90	TEMPTATION OF GREATER POWER		R3	MA	5.00	4.50	3.30
NIK	V	V	CAI	0.60	0.50	0.50	THADUIS ZHO (MAGE)	AL	R3,4	MI	6.00	5.50	3.50
NIMBLE FEET	Co	C4	MI	0.40	0.30	0.30	THAUMATURGY	sk	C1	MA	0.50	0.50	0.30
NORMAL	V	V	MAL	0.60	0.50	0.50	THE 1ST TRADITION: MASQUERADE	PoA	R2,3	MI	5.00	4.00	1.30
NOSFERATU JUSTICAR	PoA	R1	MAL	5.00	5.00	3.50	THE 2ND TRADITION: DOMAIN	ReA	U1	MI	1.80	1.00	0.80
NOSFERATU PUTRESCENCE	Co	U2	MI	3.00	1.00	1.00	THE 3RD TRADITION: PROGENY	Ac	U2	MI	2.00	1.40	0.80
OBEDIENCE	ReA	U1	MI	1.90	1.00	1.00	THE 4TH TRADITION: THE ACCOUNTING	Ac	U3	MA	2.50	1.00	0.80
OBUSCATE	sk	C1	MA	0.50	0.50	0.40	THE 5TH TRADITION: HOSPITALITY	Ac	U4	MI	2.50	2.00	0.80
OPEN RAGE	Co	C2	MI	0.40	0.30	0.30	THE 6TH TRADITION: DESTRUCTION	Ac	U4	MI	2.00	1.00	0.80
OUTCAST MAGE	AL	U3	MI	2.00	1.50	1.00	THE BARRENS	Uq LOC	C2	MA	0.50	0.50	0.30
OWL COMPANION	Re	U3	MI	1.00	2.00	1.00	THE EMBRACE	Ac	MI	5.00	5.00	3.50	
OZMO	V	V	MAL	0.90	0.70	0.50	THE KNIGHTS	AL: Uq	R2	MI	5.00	5.00	4.00
PARTY SHIFT	PoA	V	MI	2.00	1.50	0.70	THE LABYRINTH	Uq LOC	U3	MA	1.80	1.00	1.00
PATAGIA - FLAPS ALLOWING LTD FLIGHT	Ac	R4	MI	5.80	4.50	3.30	THE RACK	Uq LOC	U2	MA	2.00	1.00	1.00
PEACE TREATY	PoA	C4	MI	0.50	0.50	0.40	THE SLASHERS	AL	R1	MI	5.00	5.00	4.30
POLICE DEPARTMENT	Uq LOC	U1	MA	2.00	1.00	1.00	THE SPAWNING POOL	Uq LOC	R1	MA	5.00	5.00	3.00
POLITICAL ALLY	AL: Uq	R1	MI	5.00	4.50	3.30	THE SPIRIT'S TOUCH	ReA	C2	MI	0.70	0.50	0.40
POLITICAL BACKLASH	ReA	C3	MI	0.50	0.50	0.30	THEFT OF VITAE	Co	C2	MI	0.50	0.50	0.40
POLITICAL FLUX	PoA	C1	MI	0.40	0.30	0.30	THOMAS THORNE	V	V	TRE	0.60	0.50	0.50
POTENCE	sk	C1	MA	0.50	0.50	0.30	THREATS	ACM	C1	MI	0.40	0.30	0.30
POWERBASE: CHICAGO	Uq LOC	U2	MA	2.40	2.00	1.30	THROWN GATE	Co	C1	MI	0.40	0.30	0.30
"POWERBASE: WASHINGTON, D.C."	Uq LOC	U1	MA	2.40	2.00	1.30	THROWN SEWER LID	Co	C4	MI	0.40	0.30	0.30
PRAXIS SEIZURE: ATLANTA	PoA	R2	MI	5.00	5.00	3.00	TREBIS - SCANDALOMONGER	V	V	NOS	0.60	0.50	0.50
PRAXIS SEIZURE: BOSTON	PoA	R2	MI	5.00	4.50	3.30	TIMOTHY CROWLEY	VE - PN	V	MI	0.90	0.60	0.50
PRAXIS SEIZURE: CHICAGO	PoA	R2	MI	5.00	5.00	3.00	TORNADO JUSTICAR	PoA	R1	MI	5.00	5.00	4.30
PRAXIS SEIZURE: CLEVELAND	PoA	R1	MI	5.00	4.00	3.00	TORN SIGNPOST	Co	U3	MI	1.00	1.00	0.50
PRAXIS SEIZURE: DALLAS	PoA	R2	MI	5.00	4.00	3.00	TRAGIC LOVE AFFAIR	U2	MA	1.90	1.30	0.60	
PRAXIS SEIZURE: HOUSTON	PoA	R1	MI	5.00	4.00	3.00	TRAP	Co	C2	MI	0.40	0.30	0.30
PRAXIS SEIZURE: MIAMI	PoA	R3	MI	5.00	4.00	3.00	TREMERE JUSTICAR	PoA	R4	MI	5.00	5.00	4.30
PRAXIS SEIZURE: SEATTLE	PoA	R4	MI	5.00	4.00	3.00	TURA VAUGHN	V	V	BRU	0.90	0.60	0.50
PRAXIS SEIZURE: WASHINGTON DC	PoA	R3	MI	5.00	4.50	4.00	TUSK - TALEBEARER	V	V	NOS	0.70	0.50	0.50
PRAXIS: SOLOMON	PoA	V	MI	2.00	0.50	0.50	ULUGH BEG - THE WATCHER	V	V	JUS	0.90	0.70	0.50
PRESENCE	sk	C3	MA	0.50	0.50	0.30	UMA HATCH	V	V	BRU	0.60	0.50	0.50
PROTEAN	sk	C3	MA	0.50	0.30	0.30	UNDEAD PERSISTENCE	Co	U1,2	MI	1.00	0.90	0.80
PROTRACTED INVESTMENT		C4	MA	0.50	0.30	0.30	UNDEAD STRENGTH	Co	C1	MI	0.40	0.30	0.30
PSYCHE	Co	U1	MI	1.80	0.90	0.80	UNFLINCHING PERSISTENCE	Co	C4	MI	0.40	0.30	0.30
PSYCHIC PROJECTION	Ac	R4	MI	5.00	4.50	4.00	UNNATURAL DISASTER		C4	MA	0.50	0.50	0.30
PSYCHIC VEIL	Ac	R4	MI	5.00	4.50	3.30	UPTOWN HUNTING GROUND	Uq LOC	U4	MA	2.00	2.00	1.30
PULLED FANGS	Co	R1	MI	5.00	4.50	3.30	URIAH WINTER	V	V	CAI	0.60	0.50	0.50
PULLING STRINGS	ReA	U1,2	MI	1.80	1.00	0.60	VAMPIRIC SPEED	Co	C2	MI	0.50	0.50	0.30
PULSE OF THE CANAILLE	Ac	U2	MI	1.80	1.00	0.90	VAMPIRIC DISEASE	R2	MA	4.50	1.80	0.40	
QUINTON McDONNELL	V	V	GAN	0.90	0.80	0.50	VANISH FROM MIND'S EYE	Co	C2	MI	0.30	0.30	0.30
RAKE	V	V	BRU	0.90	0.50	0.50	VAST WEALTH		U3	MA	2.50	2.00	0.90
RAMIEL DUPRE	V	V	TOR	0.60	0.50	0.50	VENTRUE HEADQUARTERS	Uq LOC	U3	MA	2.00	1.00	1.00
RAMPAGE	Ac	U1,2	MI	2.00	1.40	0.60	VENTRUE JUSTICAR	PoA	R3	MI	5.00	5.00	3.50
RAPID HEALING	Ac	C4	MI	0.40	0.30	0.30	VOILETTE PRENTISS	V	V	VEN	0.60	0.50	0.50
RAT'S WARNING	ReA	C3	MI	0.50	0.30	0.30	VILIAM ANDOR	V	V	GAN	0.60	0.50	0.50
RAVEN SPY	Re	U1	MI	1.80	1.00	0.60	VOTER CAPTIVATION	ACM	U1,3	MI	1.50	0.80	0.80
READ INTENTIONS	Co	C3	MI	0.40	0.30	0.30	VULNERABILITY		U3	MA	1.50	1.00	0.90
REGAINING THE UPPER HAND	PoA	C1	MI	0.50	0.30	0.30	WAKE WITH EVENINGS FRESHNESS	ReA	C3	MI	0.50	0.50	0.30
RENEGADE GAROU	AL	R4	MI	5.00	5.00	4.00	WALK OF FLAME	Co	"U1,2"	MI	1.40	1.00	0.80
RESPLENDENT PROTECTOR	Re	R1,3	MI	5.00	4.00	2.30	WARZONE HUNTING GROUND	Uq LOC	U2	MA	2.00	2.00	1.30
RESTORATION	Ac	C2	MI	0.50	0.30	0.30	WEATHER CONTROL	Co	U1	MI	1.80	0.90	0.80
REVERSAL OF FORTUNES	PoA	V	MI	5.00	2.80	1.20	WELL-AIMED CAR	Co	U2	MI	1.50	0.80	0.80
RICKI VAN DEMSY	V	V	GAN	0.60	0.50	0.50	WOLF CLAWS	Co	C2	MI	0.40	0.30	0.30
RITUAL CHALLENGE	Ac	R2	MI	5.00	5.00	3.80	WOLF COMPANION	Re	U1,4	MI	1.50	1.00	0.80
RITUAL OF THE BITTER ROSE	Co/ReA	R3,4	MI	4.80	4.00	3.30	WYNN	V	V	GAN	0.90	0.80	0.50
ROLAND BISHOP	V	V	MAL	0.60	0.50	0.50	XTC LACED BLOOD	Oot	R1	MA	5.80	5.00	4.30
ROLAND LOUISARIAN	V	V	VEN	0.60	0.50	0.50	YURI - THE TALON	V	V	BRU	0.60	0.50	0.50
ROMAN ALEXANDER	V	V	GAN	0.									



# GALACTIC

The Science Fiction



German language version contact  
Daydream Productions  
Postfach 90 03 15  
D-81503 München, Tel: 0821/36 505

**Primary Edition:** Primary Edition is the main core set of cards for the Galactic Empires game system. It contains 440 different trading cards covering 8 different empires. Includes 9 'entity' cards.

**New Empires:** New Empires is the first add on set to the Galactic Empires game system: 210 all new cards Four new empires to play. New Empires is a limited print run. New Empires 'entity' cards (found only once per display box) have a special holographic enhancement process found on them. This is the first time this process has been used on Trading Cards. Check it out! Also these cards number less than 4000 each. They Are Highly Collectible!

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Primary Edition Basic Decks	Starter Decks A
Primary Edition Booster Packs	12 card Expans
New Empires Basic Decks	Starter Deck C
New Empires Booster Packs	12 card Expans
German Language Version	Decks and Boo
Powers of the Mind Boosters	12 card Expans
Time Gates Boosters	12 card Expans
Advanced Technologies Boosters	12 card Expans





# NEW EMPIRES

Trading Card Game! <sup>TM</sup>



Powers of the Mind: 152 cards, 4 'entity' cards,  
Extremely low production run!!! Entity cards  
numbering less than 1000 of each!

Time Gates: 152 cards, 4 'entity' cards,  
Extremely low production run!!! Entity cards  
numbering less than 1000 of each!

Ultra Super Mega Rare and Valuable Beyond  
Belief Cards: One Ultra Super....Card has been  
inserted in a Primary Edition Booster Pack.  
When found, the card can be redeemed for a  
\$10,000 cash prize!! Three similar cards have  
been inserted into the New Empires Booster  
Display Boxes. When found, these cards can  
be redeemed for a \$1,000 cash prize each!!

AB @ \$8.95 ea.  
on Packs @ \$2.45 ea.  
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on Packs @ \$2.45 ea.  
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AVAILABLE NOW!  
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May 1995  
July 1995  
August 1995  
November 1995

**E2 Verletzung**

**Verletzung:**  
Eine Verletzung läßt eine Charakterkarte handlungsunfähig werden, bis die Stärke der Verletzungskarte in Forschungspunkten aufgebracht wird.  
Die Charakterkarte kann keine Aktionen ausführen, bis die Verletzung geheilt wird.

**M7 Material Evil**

**Material Evil:**  
Appearing from another dimension, material evil can form a gateway to this time only by entering through the body of present being.  
- Played on opponent crew cards of strength 6 or less.  
- Allows the player of this card to use that crew card on his turn. Crew is then discarded.  
- Negated by 1 research point applied in reaction mode.

**C8 Freelance Purist**

**Freelance Purist:**  
This high-level pay being hires out his abilities to any empire willing to pay the price.  
- A Purist may use functions from a discipline (selected when purist is played), never using others.  
- May use any one function of that discipline each turn.  
- May negate one point of Sector HQ damage each complete turn.

**H6 Temporal Ion Storm XXX**

**Temporal Ion Storm:**  
This ion storm exists in multiple timelines.  
- Causes damage indicated above to one ship or base in every opponent fleet.  
- Discarded after use.

**M10 Zaggoth Guardian XXXXX**

**Protector of all monsters.**  
- Played to your fleet.  
- Negates all damage points applied to friendly monsters in play. Sustains 1 point of damage (per monster protected) when this is done.  
- Can only sustain damage when negating monster damage. Cannot be healed.  
- Damages an opponent base/ship each turn.

**S5 Clydon Heavy Star Cruiser**

**Clydon Heavy Star Cruiser:**  
- The largest Clydon ship capable of deploying warcraft.  
- May carry up to 4 warcraft.  
- Neutronium Torpedoes  
- 4 Phasers

**E6 Starburst Accelerator**

**Starburst Accelerator:**  
- Played to any star, system or white dwarf terrain card.  
- Each turn, causes damage equal to the star card's unmodified strength to any 1 ship, base or terrain card in play in an opponent fleet.  
- This damage is treated as card damage not weapons fire.  
- Discarded when the terrain card is.

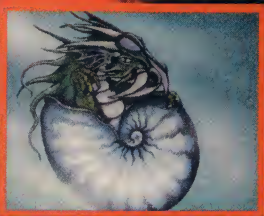
**R/O2 Dream State**

**Dream State:**  
- Played on an opponent crew card.  
- Crew card may not be used until 2 research points have been allocated to this card on the same turn from a single source.  
- Discarded after use.

**S2 Scorpead Escort**

**Scorpead Escort:**  
- As a reaction, an escort can intercept damage applied to any ship of 7 or greater strength, taking two points of damage for each point intercepted.  
- x2! Phaser Magnifier  
- 4 Phasers





WYVERN

# PRICE LIST



CARD NAME	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	RARITY	UPPER	MEDIAN	LOWER
1 Wyvern	C	1.00	0.90	0.50	71 Knowledge	C	0.90	0.70	0.50
2 Amphiptere	C	0.90	0.50	0.30	72 Magical Sword	C	0.90	0.80	0.60
3 Lindwurm	U	2.00	2.00	1.00	73 Seaweed	C	0.90	0.70	0.50
4 Guivre	C	0.90	0.50	0.30	74 Whirlpool	R	4.00	4.00	4.00
5 Jormungandr	R	10.00	7.00	4.00	75 Medeas Spell	R	4.00	4.00	4.00
6 Tarasque	U	2.00	2.00	1.50	76 Fireball	C	0.90	0.90	0.80
7 Vittra	U	2.00	2.00	1.50	77 Firebolt	C	0.90	0.90	0.80
8 Fafnir	U	2.00	2.00	1.50	78 Poison Chalice	R	4.00	4.00	4.00
9 Pakawjak	U	2.00	2.00	1.50	79 Strangle Hold	R	4.00	4.00	4.00
10 Moghur	U	2.00	2.00	2.00	80 Avalanche	C	0.90	0.70	0.50
11 Tiamat	U	2.00	2.00	1.80	81 Earthquake	C	0.90	0.70	0.50
12 Colchis	C	0.90	0.50	0.30	82 Golden Apple	C	0.90	0.70	0.50
13 Gryphon	U	2.00	2.00	1.00	83 Armor	C	0.90	0.70	0.50
14 Leviathan	U	2.00	2.00	1.30	84 Night	C	0.90	0.70	0.50
15 Basilisk	R	7.00	5.00	4.00	85 St. George The Dragon Slayer	C	0.90	0.70	0.50
16 Typhon	C	0.90	0.50	0.30	86 Sigurd The Dragon Slayer	C	0.90	0.90	0.70
17 Echidna	U	2.00	2.00	2.00	87 Sir Lancelot The Dragon Slayer	C	1.00	1.00	0.80
18 Chimera	U	2.00	2.00	2.00	88 Kiss of Le Succube	R	7.00	6.00	4.00
19 Azhi Dahaka	U	2.00	2.00	1.50	89 Marina	C	0.90	0.70	0.50
20 Mushussu	U	2.00	2.00	2.00	90 Jason The Dragon Slayer	R	10.00	7.00	4.00
21 Lung Wong	U	2.00	2.00	2.00	91 Shan Dragon	U	2.00	2.00	1.50
22 Kakutan	U	2.00	2.00	2.00	92 Gani	U	2.00	2.00	1.50
23 Scylla	U	2.00	2.00	2.00	93 Hydra	U	2.00	2.00	2.00
24 Vouivre	R	5.00	5.00	4.00	94 Grendel	R	6.00	4.50	4.00
25 Thuhan	R	4.00	4.00	4.00	95 Celestial Dragon	U	2.50	2.00	2.00
26 Amphisbena	R	10.00	6.00	4.00	96 Mokelembembe	U	2.00	2.00	2.00
27 Phrygian	R	6.00	5.00	4.00	97 Naga	U	2.00	2.00	2.00
28 Cynoprosopi	R	6.50	6.00	4.00	98 Gargouille	U	2.00	2.00	1.50
29 Draco	R	5.00	4.00	4.00	99 Rahah	U	2.00	2.00	1.50
30 Shapeshifter	R	7.00	5.00	4.00	100 Kioh-Lung	U	2.00	2.00	1.50
31 Moat	U	2.00	2.00	2.00	101 Kulkulcan	U	2.00	2.00	2.00
32 Vines	U	2.00	2.00	1.50	102 Lambton Worm	U	2.00	2.00	1.50
33 Coral Reef	C	0.90	0.70	0.50	103 Gandarewa	U	2.00	2.00	2.00
34 Swamp	C	0.90	0.70	0.50	104 Ajatar	R	10.00	6.00	4.00
35 Frozen Lake	U	2.00	2.00	1.30	105 Pan Lung	U	2.00	2.00	1.50
36 Pit	U	2.00	2.00	1.00	106 Mountains	U	2.00	2.00	2.00
37 Cliff	U	2.00	2.00	2.00	107 Snow Drifts	U	2.00	2.00	2.00
38 Crevice	U	2.00	2.00	1.50	108 Forrest Fire	U	2.00	2.00	2.00
39 Wall	U	2.00	2.00	1.50	109 Brush Fire	U	2.00	2.00	2.00
40 Desert	C	0.90	0.70	0.50	110 Underwater Cave	U	2.00	2.00	0.50
41 Cave	C	0.90	0.70	0.50	111 Cauldron	C	0.90	0.70	0.50
42 Clouds	U	2.00	2.00	2.00	112 Fountain of Youth	C	1.90	1.00	0.80
43 Forests	C	0.90	0.70	0.50	113 Silver Chalice	R	6.00	4.00	4.00
44 Swamp Hole	U	2.00	2.00	1.30	114 Magic Potion	C	0.90	0.70	0.50
45 Tunnel	U	2.00	2.00	1.00	115 Magic Wand	C	0.90	0.70	0.50
46 Quicksand	R	7.00	5.00	4.00	116 Pick a Treasure	C	0.90	0.70	0.50
47 River	C	0.90	0.70	0.50	117 Ship Wreck	C	0.90	0.70	0.50
48 Ocean	C	0.90	0.70	0.50	118 Secret Treasure	C	0.90	0.70	0.50
49 Lake	C	0.90	0.70	0.50	119 Treasure Room	C	2.00	1.00	0.80
50 Mansion in the Sky	U	2.00	2.00	2.00	120 Magic Shield	R	6.00	5.00	4.00
51 Golden Fleece	R	7.00	5.00	4.00	121 Snow Storm	R	6.00	5.00	4.00
52 Golden Apples	C	0.90	0.70	0.50	122 Twister	C	0.90	0.70	0.50
53 Pearl	C	0.90	0.70	0.50	123 Volcanic Eruption	C	0.90	0.70	0.50
54 Jewels	C	0.90	0.80	0.60	124 Meteor Shower	C	0.90	0.70	0.50
55 Dragon Egg	R	5.00	5.00	4.00	125 Heatwave	C	0.90	0.70	0.50
56 Sword	C	0.90	0.70	0.50	126 Magical Healing	C	0.90	0.70	0.50
57 Gold	C	0.90	0.70	0.50	127 Power Switch	R	5.00	4.00	4.00
58 Princess Libya	C	0.90	0.70	0.50	128 Magnetic Field	R	5.00	5.00	4.00
59 Oriental Princess	R	6.00	4.00	4.00	129 Dwarven Army	C	0.90	0.70	0.50
60 Maiden in Distress	C	0.90	0.70	0.50	130 Crystal Ball	C	0.90	0.70	0.50
61 Firebreathing	C	0.90	0.70	0.50	131 Possession Spell	C	0.90	0.70	0.50
62 Flood	C	0.90	0.70	0.50	132 Beowulf The Dragon Slayer	C	0.90	0.70	0.50
63 Hail Storm	C	0.90	0.80	0.60	133 Battle Chaos	C	0.90	0.70	0.50
64 Tsunami	C	0.90	0.70	0.50	134 Doomsday	R	10.00	6.00	4.00
65 High Winds	R	6.00	5.00	4.00	135 Turn The Tables	R	5.00	5.00	4.00
66 Help	C	0.90	0.70	0.50	136 Wyvern Ultra-rare Silver	UR	143.75	112.50	87.50
67 Frostbreathing	C	0.90	0.70	0.50	136 Wyvern Ultra-rare Gold	UR	181.25	162.50	137.50
68 Hero	R	10.00	5.00	4.00					
69 Poison Breathing	C	0.90	0.70	0.50					
70 Sacrifice	C	0.90	0.70	0.50					
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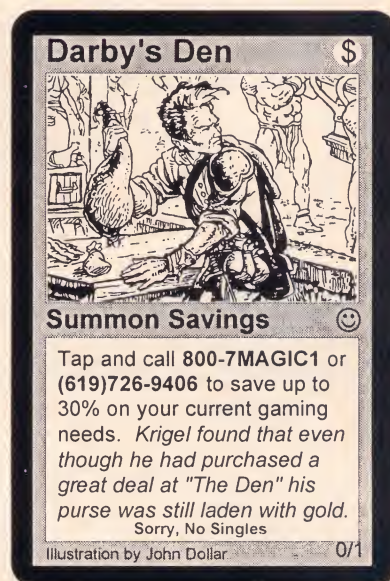
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Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower	Upper	Median	Lower	Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower			
19.25	16.50	11.75	Albert Einstein	R	P-Fed	9.10	7.50	5.90	4.00	4.00	3.00	Firestorm	U	Dil	2.00	2.00	1.40						
4.00	3.00	2.00	Alexander Rozhenko	U	P-Fed	2.00	2.00	1.00	3.80	2.80	2.10	First Contact	U	M-Fed	2.00	1.30	1.00						
12.50	12.00	10.50	Alidar Jarok	R	P-Rom	6.30	5.50	4.40	4.00	4.00	4.00	Fleet Admiral Shanthi	U	P-Fed	2.00	2.00	1.00						
4.00	4.00	3.00	Alien Abduction	U	Dil	2.00	2.00	1.00	4.00	4.00	3.00	Full Planet Scan	U	Int	2.00	2.00	1.00						
9.80	9.00	8.00	Alien Groupie	R	Int	5.00	4.30	4.00	1.50	1.00	1.00	Galathon	C	P-Rom	0.50	0.40	0.30						
4.00	4.00	3.10	Alien Parasites	U	Dil	2.10	1.90	1.00	4.00	4.00	3.00	Gaps in Normal Space	U	Ev	2.00	2.00	1.00						
4.40	4.00	4.00	Alien Probe	U	Ev	2.00	2.00	1.00	5.00	5.00	4.00	Genronic Replicator	U	Ev	2.60	2.30	1.80						
13.50	12.00	10.00	Alynnna Nechayev	R	P-Fed	6.00	6.00	4.50	44.25	40.00	35.75	Geordi La Forge	R	P-Fed	26.25	23.00	22.25						
4.00	4.00	3.00	Alyssa Ogawa	U	P-Fed	2.00	2.00	1.00	1.00	1.00	1.00	Giusti	C	P-Fed	0.50	0.50	0.30						
5.00	4.50	4.00	Amanda Rogers	U	Int	2.00	2.00	2.00	12.00	12.00	11.00	Goddess of Empathy	R	Ev	6.00	5.30	5.00						
4.00	4.00	2.60	Amarie	U	P-NA	2.00	2.00	1.00	1.00	1.00	1.00	Gorath	C	P-Klg	0.50	0.40	0.30						
1.50	1.00	1.00	Anaphasic Organism	C	Dil	0.60	0.50	0.30	1.00	1.00	1.00	Gorta	C	P-NA	0.50	0.40	0.30						
11.00	10.00	7.00	Ancient Computer	R	Dil	5.00	4.90	4.00	25.00	25.00	21.25	Gowron	R	P-Klg	16.25	13.50	12.50						
12.00	10.50	10.00	Anti-Time Anomaly	R	Ev	6.00	5.30	4.80	4.00	3.50	3.00	Gravitic Mine	U	Dil	2.00	1.50	1.00						
1.00	1.00	1.00	Archer	C	Dil	0.50	0.50	0.30	20.00	15.00	15.00	Haakona	R	S-Rom	8.30	8.00	6.60						
13.00	12.00	12.00	Armus-Skin of Evil	R	Dil	6.00	6.00	5.00	4.00	4.00	3.00	Hannah Bates	U	P-Fed	2.00	2.00	1.00						
1.00	1.00	0.80	Asteroid Sanctuary	C	Int	0.50	0.40	0.30	5.00	4.00	4.00	Holo-Projectors	U	Ev	2.60	2.00	1.90						
1.00	1.00	1.00	Atmospheric Ionization	C	Ev	0.50	0.40	0.30	4.50	4.00	4.00	Hologram Ruse	U	Dil	2.00	2.00	1.60						
4.00	4.00	2.30	Auto-Destruct Sequence	U	Int	2.00	2.00	1.00	12.75	10.00	10.00	Honor Challenge	R	Int	5.00	5.00	5.00						
10.00	8.00	8.00	Avert Disaster	R	M-Fed	5.00	4.50	4.00	20.50	20.00	20.00	Horga'hn	R	Art	11.25	10.50	10.00						
25.00	23.50	20.50	B'Etor	R	P-Klg	13.00	11.50	10.75	15.00	15.00	14.75	Hugh	R	Int	9.00	8.50	7.00						
1.00	1.00	1.00	B'ijik	C	P-Klg	0.50	0.40	0.30	10.75	9.50	8.30	Hunt for DNA Program	R	M-R/K/F	5.00	5.00	4.00						
4.00	3.00	3.00	Ba'el	U	P-Klg	2.00	1.90	1.00	6.00	5.50	5.00	Husnock Ship	U	S-NA	3.00	2.30	2.00						
5.00	4.00	4.00	Baran	U	P-NA	2.10	1.80	1.20	4.00	4.00	3.00	Hyper-Aging	U	Dil	2.00	2.00	1.00						
12.00	11.00	10.00	Barclay's Proto Disease	R	Dil	6.00	5.00	5.00	20.00	18.50	17.00	I.K.C. Bortas	R	S-Klg	9.30	8.00	7.40						
1.00	1.00	1.00	Battrell	C	P-Klg	0.50	0.40	0.30	14.00	13.00	10.00	I.K.C. Buruk	R	S-Klg	6.50	5.30	5.00						
3.50	3.00	3.00	Benjamin Maxwell	U	P-Fed	2.00	1.90	1.00	15.00	13.00	10.00	I.K.C. Hegh'ta	R	S-Klg	7.00	5.50	5.00						
20.25	19.00	17.50	Betazoid Gift Box	R	Art	9.10	8.50	8.00	1.00	1.00	1.00	I.K.C. K'Vort	C	S-Klg	0.50	0.50	0.30						
38.75	34.50	30.50	Beverly Crusher	R	P-Fed	20.75	18.00	16.50	17.50	15.00	13.00	I.K.C. Pagh	R	S-Klg	7.10	6.00	6.00						
3.80	3.00	3.00	Birth of Junior	U	Dil	2.00	1.80	1.00	19.50	17.50	16.00	I.K.C. Qu'Vat	R	S-Klg	8.00	7.80	7.00						
3.00	3.00	3.00	Bochra	U	P-Rom	2.00	1.90	1.00	2.00	1.00	1.00	I.K.C. Vor'Cha	C	S-Klg	0.50	0.50	0.40						
5.00	5.00	4.00	Bok	U	P-NA	2.50	2.00	1.20	6.00	5.00	4.00	I.K.C. Vorn	U	S-Klg	2.60	2.00	2.00						
25.00	22.75	20.00	Borg Ship	R	Dil	12.50	11.50	9.80	10.00	8.00	7.00	Iconia Investigation	R	M-Rom	5.00	4.00	3.90						
14.50	12.00	10.00	Bynars Wpn Enhancement	R	Ev	6.10	5.50	4.90	1.00	1.00	0.60	Iconian Computer Wpn	C	Dil	0.50	0.40	0.30						
1.00	1.00	1.00	Calloway	C	P-Fed	0.50	0.40	0.30	1.00	1.00	0.70	Impassable Door	C	Dil	0.50	0.40	0.30						
4.00	3.30	3.00	Chalnoth	U	Dil	2.00	2.00	1.00	4.00	4.00	2.50	Incoming Message-Fed	U	Int	2.00	1.50	0.90						
1.00	1.00	1.00	Christopher Hobson	C	P-Fed	0.50	0.40	0.30	4.00	4.00	2.50	Incoming Message-Klingon	U	Int	2.00	1.50	0.90						
3.00	3.00	2.70	Cloaked Mission	U	M-Klg	2.00	1.50	1.00	4.00	3.50	2.10	Incoming Message-Rom	U	Int	2.00	1.50	0.90						
1.00	1.00	1.00	Combat Vessel	C	S-NA	0.50	0.40	0.30	17.50	15.00	15.00	Interphase Generator	R	Art	8.30	7.80	7.40						
4.00	3.00	3.00	Cosmic String Fragment	U	Dil	2.00	2.00	1.00	10.00	8.00	8.00	Investigate Alien Probe	R	M-Klg	5.00	4.00	4.00						
1.00	1.00	0.90	Covert Installation	C	M-Rom	0.50	0.50	0.40	1.00	1.00	1.00	Investigate Anomaly	C	M-R/K/F	0.50	0.50	0.30						
3.00	3.00	2.60	Covert Rescue	U	M-Rom	2.00	1.30	1.00	9.00	8.00	8.00	Investigate Disappearance	R	M-Fed	4.30	4.00	4.00						
19.75	16.50	15.00	Crosis	R	Int	10.25	9.50	7.90	9.80	8.00	7.30	Investigate Disturbance	R	M-Klg	5.00	4.00	4.00						
13.50	12.00	11.75	Crystalline Entity	R	Dil	6.60	6.30	5.80	9.30	8.00	7.80	Investigate Massacre	R	M-R/F	4.60	4.00	3.90						
10.00	8.50	7.80	Cultural Observation	R	M-Fed	5.00	4.50	4.00	10.00	8.50	8.00	Investigate Raid	R	M-Rom	5.00	4.00	4.00						
12.00	10.50	9.50	Cytherians	R	Dil	5.30	5.00	4.00	9.30	8.00	8.00	Investigate Rogue Comet	R	M-Fed	4.30	4.00	4.00						
2.00	1.00	1.00	D'deridex	C	S-Rom	0.50	0.50	0.40	8.80	8.00	8.00	Investigate Shattered Space	R	M-Rom	4.30	4.00	4.00						
1.00	1.00	1.00	Darian Wallace	C	P-Fed	0.50	0.40	0.30	9.30	8.00	8.00	Investigate Sighting	R	M-R/F	4.30	4.00	4.00						
67.50	60.00	50.50	Data	R	P-Fed	36.25	30.00	30.00	8.50	8.00	8.00	Investigate Time Cont	R	M-Fed	4.30	4.00	4.00						
38.75	34.25	30.00	Deanna Troi	R	P-Fed	21.25	18.50	17.75	4.00	4.00	4.00	Ishara Yar	U	P-NA	2.00	2.00	1.00						
4.00	4.00	4.00	Devinoni Ral	U	P-NA	2.00	2.00	1.00	1.00	1.00	1.00	J'Ddan	C	P-Klg	0.50	0.40	0.30						
19.25	15.00	14.25	Devoras	R	S-Rom	8.00	7.50	6.60	10.00	10.00	9.00	Jaglom,Shrek-Info Broker	R	Int	5.00	4.80	4.00						
3.00	3.00	2.60	Diplomacy Mission	U	M-Fed	2.00	1.40	1.00	1.00	1.00	1.00	Jaron	C	P-Rom	0.50	0.40	0.30						
1.00	1.00	1.00	Disruptor Overload	C	Int	0.50	0.40	0.20	80.00	75.00	60.00	Jean-Luc Picard	R	P-Fed	40.00	36.00	35.00						
4.00	4.00	3.00	Distortion Field	U	Ev	2.30	2.00	1.00	4.00	4.00	4.00	Jenna D'Sora	U	P-Fed	2.00	2.00	1.00						
5.00	5.00	4.00	Distortion of Sp/T Cntin	U	Int	2.50	2.00	1.80	1.00	1.00	1.00	Jera	C	P-Rom	0.50	0.40	0.30						
1.50	1.00	1.00	Divok	C	P-Klg	0.50	0.40	0.30	4.80	4.00	4.00	Jo'Bril	U	P-NA	2.00	1.60	1.00						
1.00	1.00	1.00	Dr. Farek	C	P-NA	0.50	0.40	0.30	14.00	13.00	12.00	K'Ehleyr	R	P-Fed	7.00	6.50	6.00						
15.00	12.00	10.00	Dr. La Forge	R	P-Fed	6.00	5.00	5.00	4.00	4.00	4.00	K'mpec	U	P-Klg	2.00	2.00	1.00						
16.00	15.00	14.00	Dr. Leah Brahms	R	P-Fed	7.30	6.50	5.00	4.00	4.00	3.80	K'Tal	U	P-Klg	2.00	2.00	1.00						
4.90	4.00	4.00	Dr. Reyga	U	P-NA	2.10	2.00	1.00	1.00	1.00	1.00	K'Tesh	C	P-Klg	0.50	0.40	0.30						
4.00	4.00	3.80	Dr. Selar	U	P-Fed	2.00	2.00	1.00	4.40	4.00	4.00	K'Vada	U	P-Klg	2.00	2.00	1.00						
1.00	1.00	1.00	Dukath	C	P-Klg	0.50	0.40	0.30	16.00	15.00	13.25	Kahless	R	P-Klg	7.00	6.50	6.00						
20.50	18.00	15.50	Duras	R	P-Klg	10.00	9.00	7.50	4.00														





# STAR TREK: THE NEXT GENERATION PRICE GUIDE



## LIMITED

## UNLIMITED

## LIMITED

## UNLIMITED

Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower	Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower
1.00	1.00	0.60	Long-Range Scan	C	Int	0.50	0.40	0.20	17.25	16.00	12.00	Sir Isaac Newton	R	P-Fed	8.00	7.00	6.80
20.00	19.25	18.00	Lore Returns	R	Ev	10.25	8.50	8.00	4.00	4.00	3.00	Sirna Kolrami	U	P-Fed	2.00	2.00	1.00
15.00	14.00	10.00	Lore's Fingernail	R	Ev	6.30	5.50	5.00	1.50	1.00	1.00	Sito Jaxa	C	P-Fed	0.50	0.40	0.30
1.00	1.00	0.50	Loss of Orbital Stability	C	Int	0.50	0.40	0.30	4.00	3.00	3.00	Soren	U	P-Fed	1.80	1.50	1.00
25.00	22.00	20.00	Lursa	R	P-Klg	13.00	10.25	10.00	1.00	1.00	0.80	Spacedock	C	Ev	0.50	0.40	0.30
20.00	20.00	16.00	Lwaxanna Troi	R	P-Fed	12.00	10.00	9.50	1.20	1.00	1.00	Starfleet Type II Phaser	C	Equ	0.50	0.40	0.30
1.00	1.00	1.00	Male's Love Interest	C	Dil	0.50	0.40	0.30	1.40	1.00	1.00	Static Warp Bubble	C	Ev	0.50	0.40	0.30
4.00	4.00	4.00	Masaka Transformations	U	Ev	2.50	2.00	1.50	3.80	3.00	2.60	Strategic Diversion	U	M-Rom	2.00	1.50	1.00
4.00	4.00	3.00	Matriarchal Society	U	Dil	3.00	2.00	1.00	9.50	8.00	7.00	Study Hole in Space	R	M-K/F	5.00	4.00	4.00
1.00	1.00	1.00	McKnight	C	P-Fed	0.50	0.40	0.30	10.00	8.00	8.00	Study Lonka Pulsar	R	M-Rom	5.00	4.00	4.00
1.40	1.00	1.00	Medical Kit	C	Equ	0.50	0.40	0.30	10.00	8.00	7.00	Study Nebula	R	M-Fed	5.00	4.00	4.00
9.30	8.00	7.00	Medical Relief	R	M-Klg	4.60	4.00	3.80	1.00	1.00	0.90	Study Plasma Streamer	C	M-R/K/F	0.50	0.50	0.30
1.40	1.00	1.00	Medical Tricorder	C	Equ	0.50	0.40	0.30	1.00	1.00	0.90	Study Stellar Collision	C	M-R/K/F	0.50	0.50	0.30
15.00	11.00	10.00	Mendak	R	P-Rom	6.30	6.00	5.00	1.00	1.00	0.60	Subspace Interference	C	Int	0.50	0.40	0.20
1.00	1.00	1.00	Mendon	C	P-Fed	0.50	0.40	0.30	4.00	3.00	3.00	Subspace Schism	U	Int	2.00	1.50	1.00
1.50	1.30	1.00	Menthar Booby Trap	C	Dil	0.50	0.50	0.30	1.00	1.00	1.00	Subspace Warp Rift	C	Ev	0.50	0.40	0.30
4.00	1.50	1.00	Mercenary Ship	C	S-N/A	0.50	0.40	0.30	17.00	15.00	14.00	Supernova	R	Ev	7.30	7.00	5.80
1.90	1.00	1.00	Metaphasic Shields	U	Ev	2.00	1.00	0.80	10.00	8.00	7.00	Survey Mission	R	M-Klg	5.00	4.00	3.90
1.00	1.00	0.70	Microbiotic Colony	C	Dil	0.50	0.40	0.30	4.00	4.00	3.00	T'Pan	U	P-Fed	2.00	2.00	1.00
1.00	1.00	0.90	Microvirus	C	Dil	0.50	0.50	0.30	1.00	1.00	0.60	Tachyon Detection Grid	C	Int	0.50	0.40	0.30
4.00	4.00	4.00	Mirok	U	P-Rom	2.00	2.00	1.00	4.00	4.00	4.00	Taibak	U	P-Rom	2.00	1.90	1.00
4.00	4.00	4.00	Morag	U	P-Klg	2.00	2.00	1.00	1.00	1.00	1.00	Taitt	C	P-Fed	0.50	0.40	0.30
15.00	14.50	11.50	Morgan Bateson	R	P-Fed	7.00	7.00	5.80	1.00	1.00	1.00	Takket	C	P-Rom	0.50	0.40	0.30
4.00	3.00	3.00	Mot the Barber	U	P-Fed	2.00	1.80	1.00	1.40	1.00	1.00	Tallus	C	P-Rom	0.50	0.40	0.30
4.00	4.00	4.00	Movar	U	P-Rom	2.00	2.00	1.00	15.00	15.00	13.25	Tam Elbrun	R	P-Fed	8.00	7.30	7.00
4.50	4.00	4.00	N'vek	U	P-Rom	2.20	2.00	1.00	4.80	4.00	3.30	Tarellian Plague Ship	U	Dil	2.00	1.90	1.20
10.75	10.00	8.30	Nagilum	R	Dil	5.00	5.00	4.00	1.00	1.00	1.00	Tarus	C	P-Rom	0.50	0.40	0.30
4.00	4.00	3.00	Nanites	U	Dil	2.00	2.00	1.00	25.00	25.00	23.25	Tasha Yar	R	P-Fed	15.00	14.00	13.50
1.00	1.00	1.00	Narik	C	P-NA	0.50	0.40	0.30	1.00	1.00	1.00	Taul	C	P-rom	0.50	0.40	0.30
4.00	4.00	3.30	Nausicaans	U	Dil	2.00	2.00	1.00	1.00	1.00	1.00	Taurik	C	P-Fed	0.50	0.40	0.30
4.00	4.00	3.00	Near-Warp Transport	U	Int	2.00	2.00	1.00	4.00	4.00	4.00	Tebok	U	P-Rom	2.00	2.00	1.00
15.00	13.00	11.00	Neela Daren	R	P-Fed	7.40	7.00	6.40	4.00	4.00	4.00	Telepathic Alien Kidnprps	U	Ev	2.00	2.00	1.40
4.00	3.00	3.00	Neral	U	P-Rom	2.00	1.30	1.00	12.00	10.00	10.00	Temporal Causality Loop	R	Dil	5.00	5.00	4.00
4.80	4.00	3.60	Neural Servo Device	U	Ev	2.00	2.00	1.40	4.80	4.00	3.00	Temporal Rift	U	Int	3.00	2.00	1.00
10.00	8.00	8.00	New Contact	R	M-R/K	5.00	4.00	4.00	1.00	1.00	0.90	Test Mission	C	M-K/F	0.50	0.50	0.30
5.00	4.00	4.00	Nikolai Rozhenko	U	P-Fed	2.00	2.00	1.00	1.00	1.00	0.90	Tetryon Field	C	Ev	0.50	0.40	0.30
4.80	4.00	2.90	Nitrium Metal Parasites	U	Dil	2.00	2.00	1.00	15.00	10.00	10.00	The Devil	R	Int	6.00	5.00	4.90
5.00	4.00	3.00	Norah Satie	U	P-Fed	2.00	1.60	1.00	4.00	3.50	3.00	The Juggler	U	Int	2.00	1.80	1.00
4.00	4.00	4.00	Nu'Daq	U	P-Klg	2.00	1.50	1.00	5.50	5.00	4.00	The Traveler: TransU	Ev	3.00	2.00	1.90	
5.00	4.00	3.30	Null Space	U	Dil	2.60	2.00	1.80	1.00	1.00	1.00	Thei	C	P-Rom	0.50	0.40	0.30
4.80	4.00	4.00	Nutational Shields	U	Ev	3.60	2.00	2.00	34.50	30.00	25.75	Thomas Riker	R	P-Fed	17.75	14.50	11.75
4.00	4.00	3.10	Ocett	U	P-NA	2.00	2.00	1.00	20.00	18.00	16.00	Thought Maker	R	Art	9.30	9.00	8.00
1.40	1.00	1.00	Palor Toff-Allen Trader	C	Int	0.50	0.40	0.30	20.00	18.00	15.00	Time Travel Pod	R	Art	9.00	9.00	7.90
1.00	1.00	1.00	Paltech	C	P-Rom	0.50	0.40	0.30	4.00	3.00	3.00	Toby Russell	U	P-Fed	2.00	1.50	1.00
4.00	4.00	3.30	Pardek	U	P-Rom	2.00	1.90	1.00	4.00	4.00	3.10	Tokath	U	P-Rom	2.00	2.00	1.00
4.00	3.00	3.00	Parem	U	P-Rom	2.00	1.60	1.00	15.00	15.00	15.00	Tomalak	R	P-Rom	7.00	6.00	5.80
1.00	1.00	0.60	Particle Fountain	C	Int	0.50	0.40	0.30	1.00	1.00	1.00	Tomek	C	P-Rom	0.50	0.40	0.30
1.00	1.00	0.70	Pattern Enhancers	C	Ev	0.50	0.40	0.30	4.00	4.00	3.10	Toq	U	P-Klg	2.00	2.00	1.00
8.80	8.00	8.00	Pegasus Search	R	M-R/K/F	5.50	4.00	4.00	4.00	4.00	3.10	Torak	U	P-Klg	2.00	2.00	1.00
1.00	1.00	1.00	Phased Matter	C	Dil	0.50	0.40	0.30	4.00	3.50	3.00	Toral	U	P-Klg	2.00	1.80	1.00
15.00	14.00	12.00	Pi	R	S-Rom	6.00	5.00	4.80	15.00	13.50	11.75	Toreth	R	P-Rom	6.30	6.00	5.40
1.00	1.00	0.80	Plasma Fire	C	Ev	0.50	0.40	0.30	1.00	1.00	1.00	Torin	C	P-Klg	0.50	0.40	0.30
3.40	2.80	2.10	Plunder Site	U	M-R/K	2.00	1.30	1.00	20.00	20.00	18.00	Tox Ulthath	R	Art	10.00	9.50	9.00
4.00	3.50	2.90	Portal Guard	U	Dil	2.00	1.50	1.00	5.40	4.00	3.60	Transwarp Conduit	U	Int	2.30	2.00	1.00
20.75	20.00	19.00	Q	R	Dil	12.00	10.00	9.00	1.50	1.30	1.00	Treaty: Fed/Klingon	C	Ev	0.80	0.50	0.30
1.00	1.00	1.00	Q-Net	C	Ev	0.50	0.50	0.30	1.50	1.30	1.00	Treaty: Fed/Romulan	C	Ev	0.80	0.50	0.30
6.00	5.00	4.10	Q2	U	Int	3.00	2.00	2.00	1.50	1.30	1.00	Treaty: Romulan/Klingon	C	Ev	0.80	0.50	0.30
4.00	4.00	3.00	Radioactive Garbage Scow	U	Dil	2.00	1.90	1.00	1.00	1.00	1.00	Tricorder	C	Equ	0.50	0.40	0.30
4.80	4.00	3.00	Raise The Stakes	U	Ev	2.30	2.00	1.50	11.00	10.00	9.00	Tsiolkovsky Infection	R	Dil	5.00	4.80	4.00
4.00	4.00	3.30	Rebel Encounter	U	Dil	2.00	2.00	1.00	4.00	3.50	2.30	Two-Dim Creatures	U	Dil	2.00	1.80	1.00
1.50	1.00	1.00	Red Alert	C	Ev	0.60	0.50	0.50	1.00	1.00	1.00	Type VI (IV) Shuttlecraft	C	S-Fed	0.50	0.40	0.30
15.00	14.00	12.00	Reginald Barclay	R	P-Fed	7.30	7.00	6.00	18.00	17.50	15.25	U.S.S. Brittain	R	S-Fed	3.00	2.30	2.00
1.00	1.00	0.90	Relief Mission	C	M-R/K	0.50	0.50	0.30	55.00	48.50	32.50	U.S.S. Enterprise	R	S-Fed	11.75	9.00	8.00
5.00	4.00	3.00	Rem Fatigue Hallucinations	U	Dil	2.10	2.00	1.00	1.50	1.00	1.00	U.S.S. Excelsior	C	S-Fed	35.50	32.50	26.25
1.00	1.00	0.90	Repair Mission	C	M-Fed	0.50	0.50	0.30	2.00	1.50	1.00	U.S.S. Galaxy	C	S-Fed	0.50	0.50</	





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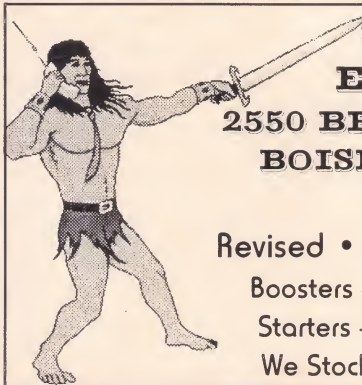
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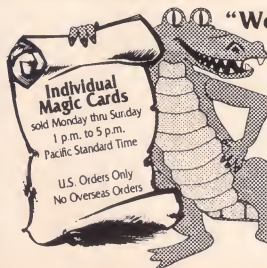
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SPELLFIRE

## PRICE GUIDE



Card Name						Type	Rarity	Upper	Median	Lower	Card Name						Type	Rarity	Upper	Median	Lower
1	Waterdeep	R	RLM	1.00	1.00	0.80	73	Vasos Flameslayer	5/He	R	2.10	1.50	1.00	145	Arms of the Gr Kngm	H	R	2.00	2.00	1.50	
2	Menzoberranzan	R	RLM	3.50	3.00	1.80	74	Allais of the Mists	5/He	C	0.50	0.50	0.30	146	Arms of Furyondy	H	C	0.80	0.50	0.30	
3	Zhentil Keep	5/R	R	1.00	1.00	0.60	75	Grypht the Saurial	4/W	U	0.50	0.50	0.40	147	Arms of Nyronnd	H	C	0.80	0.50	0.30	
4	Shadowdale	R	RLM	1.00	1.00	0.80	76	Worden Ironfist	5/dwhe	R	2.50	2.00	1.50	148	Skull Keep	+ 4/H	C	0.80	0.50	0.30	
5	Cormyr	R	RLM	0.50	0.50	0.50	77	Amarill	3/cleric	U	1.10	1.00	0.60	149	Fortification	H	C	0.80	0.50	0.30	
6	Sembia	R	RLM	0.50	0.50	0.50	78	Joliet the Rash	4/He	C	0.50	0.50	0.30	150	Siege!	Ev	U	1.00	1.00	0.60	
7	Moonshae Isles	2/R	RLM	1.00	1.00	0.80	79	Dwarf of Earthfast	2/He	C	0.80	0.50	0.30	151	War Banner	+ 1/MI	C	0.80	0.50	0.30	
8	Thay	R	RLM	1.00	1.00	0.80	80	The Black Courser	4/M	R	2.80	2.50	1.80	152	Codex of the Inf Pl	+ 0/A	C	0.80	0.50	0.30	
9	Calimshan	R	RLM	0.50	0.50	0.50	81	Hornhead Saurial	+ 3/Al	C	0.50	0.50	0.30	153	Crystal o/the Ebn Fl	+ 6/MI	U	1.00	1.00	0.60	
10	Pirate Isles	R	RLM	1.00	1.00	0.80	82	Dagrande	4/He	U	0.80	0.50	0.40	154	Hordes of Castle GH	+ 5/Al	R	1.80	1.50	1.30	
11	Ravens Bluff	R	RLM	1.00	1.00	0.80	83	Mind Flayer	+ 3/Al	R	3.00	2.50	1.80	155	Skeletal Horde	5/M	C	0.50	0.50	0.30	
12	The Great Rift	R	RLM	1.60	1.50	1.00	84	Noble Djinni	+ 4/Al	R	2.80	2.50	1.80	156	Eye a&Hand o/Vecna	+ 5/+ 2 A	U	1.30	1.00	0.60	
13	Myth Drannor	R	U	1.60	1.50	1.00	85	Hubadae	4/He	R	1.80	1.50	1.30	0.60							
14	Vaasa	R	RLM	0.80	0.50	0.50	86	Intellect Devourer	+ 1/Al	U	1.10	1.00	0.60	157	Orb of Dragonkind	+ 4/A	U	1.00	1.00	0.60	
15	Jungles of Chult	R	RLM	1.60	1.50	1.00	87	Shandrill	3/He	C	0.50	0.50	0.30	158	Baba Yaga's Hut	A	U	1.00	1.00	0.60	
16	The High Forest	R	RLM	0.50	0.50	0.50	88	Triceratops	+ 3/Al	R	2.80	2.00	1.50	159	Chariot of Lyrex	+ 3/A	R	2.50	2.00	1.50	
17	Sword Coast	R	RLM	1.00	1.00	0.80	89	Cleric of Malar	4/cleric	C	0.50	0.50	0.30	160	Cup of Al'Akbar	A	U	3.30	1.50	0.90	
18	Anauroch	R	RLM	1.00	1.00	0.80	90	Airship	Ev	U	1.10	1.00	0.60	161	Rary theTraitor	4/W	C	1.00	1.00	0.60	
19	Impiltur	R	RLM	1.00	1.00	0.80	91	Bad Omens	Ev	C	0.50	0.50	0.30	162	Mordenkainen	7/W	R	2.00	1.00	0.80	
20	Icewind Dale	R	RLM	1.00	1.00	0.80	92	Fortunate Omens	Ev	C	0.80	0.50	0.30	163	Tysiln San	5/W	U	2.00	1.00	0.60	
21	The High Moor	R	RLM	1.00	1.00	0.80	93	Rod of Shapechange	A	U	1.10	1.00	0.80	164	Otto	6/W	R	2.00	1.00	1.00	
22	Rashemen	R	RLM	1.00	1.00	0.80	94	Dwarven Hammer	+3/MI	R	2.00	2.00	1.50	165	Mica the Wolf-Nomad	7/W	R	2.50	2.00	1.50	
23	Damara	R	RLM	1.00	1.00	0.80	95	Staff of Striking	+3/MI	R	2.00	2.00	1.50	166	Lolth, Spider Queen	9/M	R	3.00	2.50	1.80	
24	Narfell	R	RLM	0.80	0.50	0.50	96	Hrns of the Abyss	+5/WSpU	U	1.00	1.00	0.60	167	Iuz the Evil	8/M	U	2.80	2.50	1.40	
25	Dragonspear Castle	R	RLM	1.00	1.00	0.80	97	Flameblade	+3/MI	R	1.80	1.50	1.30	168	Mutiny!	Ev	R	2.00	2.00	1.50	
26	Daggerdale	R	RLM	1.00	1.00	0.80	98	Fig. of Wndrs Pwr	+3/C	0.50	0.50	0.30	169	Swordwrath	+ 4/Al	R	2.00	2.00	1.50		
27	Darkhold	R	RLM	1.00	1.00	0.80	99	Cataclysm	Ev	U	2.30	2.00	1.10	170	Sysania	4/cleric	U	1.00	1.00	0.60	
28	Haunted Hall/Evngstr	R	R	1.60	1.50	1.30	100	Good Fortune	Ev	U	1.10	1.00	0.60	171	Kiara of Chendl	2/He	U	1.00	1.00	0.60	
29	Evermeet	R	RLM	1.60	1.50	1.00	101	Surprise Raid	Ev	C	0.80	0.50	0.30	172	Hettman Tsurin	2/He	R	2.00	2.00	1.50	
30	The Trollmoors	R	RLM	1.00	1.00	0.80	102	Bnr o/the 1-Eye God	+ 1/MI	C	0.80	0.50	0.30	173	Griffon	+ 2/MI	R	1.80	1.50	1.30	
31	Berdusk	H	U	1.00	1.00	0.60	103	Viperhand	MI	U	1.00	1.00	0.60	174	Sea Zombie	+ 4/Al	R	1.80	1.50	1.30	
32	Tantras	H	U	1.00	1.00	0.60	104	Orb of Doom	+ 2/MI	C	0.50	0.50	0.30	175	Mist Wolf	Ev	R	1.80	1.50	1.30	
33	Mulmaster	H	U	1.00	1.00	0.60	105	Staff of Conjuring	+ 5/MI	C	1.00	1.00	0.60	176	Tyrinon	5/He	U	1.00	0.60	0.30	
34	Hillsfar	H	U	1.00	1.00	0.60	106	Spell of Formless Hr	-3/WSp	U	1.00	1.00	0.60	177	Quamiela	5/Dr	U	1.00	1.00	0.60	
35	Suzail	H	U	1.00	1.00	0.60	107	Safe Harbor!	Ev	R	1.80	1.50	1.30	178	Seragrimm the Just	5/He	R	1.80	1.50	1.30	
36	Arabel	4/H	U	1.10	1.00	0.60	108	Labor of Legend	Ev	C	0.50	0.50	0.30	179	Skulk	+ 1/Al	R	1.80	1.50	1.30	
37	Fortifications	H	U	1.10	1.00	0.60	109	Wand of Light	+ 3/MI	U	0.80	0.50	0.40	180	Beserk Fury!	Ev	R	2.00	2.00	1.50	
38	Fortifications	H	U	1.10	1.00	0.60	110	Elf Galleon	+ 3/Al	R	1.80	1.50	1.30	181	Wolf Nomads	4/He	C	0.80	0.50	0.30	
39	Selune	H	U	1.00	1.00	0.60	111	The Free City of GH	R	R	3.00	2.50	1.80	182	Zadoc	+ 2/Al	R	1.80	1.50	1.30	
40	Peasant Uprising	H	U	1.00	1.00	0.60	112	The Lands of Iuz	R	U	1.00	1.00	0.60	183	Miles	+ 2/Al	U	0.50	0.50	0.40	
41	Alias the Sell-Sword	6/He	U	1.10	1.00	0.60	113	The Pomarj	R	RLM	1.00	1.00	0.60	184	Trystan	+ 2/Al	C	0.50	0.50	0.30	
42	King Azoun IV	7/He	R	2.50	2.50	1.80	114	Hold of Sea Prncss	1/R	RLM	1.00	1.00	0.80	185	Thorvid	5/He	R	2.00	2.00	1.50	
43	Maligor the Red	3/W	R	2.80	2.50	1.80	115	The Yeomanry	R	RLM	1.00	1.00	0.80	186	Fairy Madness	Ev	R	2.00	2.00	1.50	
44	Elminster the Mage	9/W	U	2.30	2.00	1.10	116	Blackmoor	R	U	1.00	1.00	0.60	187	Nenloc	5/cleric	U	0.80	0.50	0.40	
45	Drizzt Do'Urden	8/He	C	1.50	1.50	0.80	117	The Horned Society	R	RLM	0.50	0.50	0.50	188	Young Gold Dragon	4/M	C	1.00	1.00	0.60	
46	Midnight,Gdss/Magic	7/W	R	4.50	4.00	2.50	118	The Wolf Nomads	R	RLM	0.50	0.50	0.50	189	Arch-Druid	4/cleric	R	3.50	3.00	2.00	
47	Torg Mac Cei, Irnlrd	6/He	U	1.10	1.00	0.60	119	Sterich	R	RLM	0.50	0.50	0.50	190	Hell Hound	+ 5/Al	U	1.30	1.00	0.60	
48	The Pereghost	7/M	R	2.30	2.00	1.50	120	Nyronnd	R	RLM	0.50	0.50	0.50	191	Griffon	4/M	R	1.80	1.50	1.30	
49	Bruenor Btlhmmr	5/He	R	4.00	3.00	2.00	121	Veluna	R	RLM	0.50	0.50	0.50	192	Giant Skeleton	+ 3/Al	R	2.80	2.50	1.80	
50	Marco Volo	3/He	U	1.10	1.00	0.60	122	Furyondy	R	RLM	0.50	0.50	0.50	193	Skeleton	+ 1/Al	C	0.50	0.50	0.30	
51	The Harpers	6/He	C	0.80	0.50	0.30	123	The Great Kng	R	R	2.50	2.50	1.80	194	Winged Horror	7/M	U	1.00	1.00	0.60	
52	Gnomes of Samek	4/He	U	0.80	0.50	0.40	124	Temple of Elmntl Ev	R	U	1.10	1.00	0.60	195	Trnts o/the Grndwd	+ 5/Al	U	1.60	1.50	0.90	
53	Adventurers!	3/He	C	0.50	0.50	0.30	125	Greyhawk Ruins	R	U	1.10	1.00	0.60	196	Rngrs o/the Hrnwd	4/He	C	0.50	0.50	0.30	
54	War Party	+ 4/Al	C	1.50	0.50	0.30	126	Perrenland	R	RLM	0.50	0.50	0.50	197	Magical Barding	+ 2/MI	R	1.50	1.50	1.30	
55	Crime Lord	7/He	U	1.30	0.50	0.40	127	Keoland	R	RLM	0.50	0.50	0.50	198	Border Forts	H	C	0.80	0.50	0.30	
56	Adventurers	4/He	C	0.50	0.50	0.30	128	Celene	R	RLM	0.50	0.50	0.50	199	Ren's Crystal Ball	A	C	0.80	0.50	0.30	
57	The Jotunslayers	4/He	C	0.80	0.50	0.30	129	The Bright Desert	R	RLM	1.00	1.00	0.80	200	Falcon Figurine	+ 2/MI	U	0.80	0.50	0.40	
58	Armies of Bloodstone	+ 4/Al	U	0.80	0.50	0.40	130	Theocracy of the Pale	R	RLM	1.00	1.00	0.80	201	Transformation!	Ev	C	0.80	0.50	0.30	
59	The Iron Legion	+ 3/Al	C	0.50	0.50	0.30	131	The Bone March	R	RLM	1.00	1.00	0.80	202	Enslaved!	Ev	U	1.00	1.00	0.60	
60	Tergoz Tenhammer	5/He	C	0.50	0.50	0.30	132	The Duchy of Ernst	R	RLM	0.50	0.50	0.50	203	Siege	Ev	C	0.80	0.50	0.30	
61	Myrmidons	+ 4/Al	R	2.80	2.50	1.80	133	The Sea Barons	R	RLM	1.00	1.00	0.80	204	Bribery!	Ev	R	1.80	1.50	1.30	
62	The Magister	4/W	R	1.80	1.50	1.30	134	Bissel	R	C	0.50	0.50	0.30	205	Charge!	Ev	U	1.00	1.00	0.60	
63	Karlott the Shaman	4/cleric	U	0.80	0.50	0.40	135	The Scarlet Brthrhd	R	U	1.00	1.00	0.60	206	Magic Sword	+2MI	C	0.80	0.50	0.30	
64	King Halvor II	5/He	U	0.80	0.50	0.40	136</														





**SPELLFIRE**

# PRICE GUIDE



CARD NAME	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RARITY	UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RARITY	UPPER	MEDIAN	LOWER
216 Arms o/the Shield Lnds	H	C	0.80	0.50	0.30	288 Spirit of the Land	Ev	R	2.30	2.00	1.50	360 Protection	ClSp	C	0.50	0.50	0.30
217 Net of Entrapment	MI	U	1.30	1.00	0.60	289 Thri-kreen	+ 3/Al	R	1.60	1.50	1.30	361 Chariot of Sustarre	ClSp	C	0.50	0.50	0.30
218 Johydee's Mask	A	R	2.80	2.50	1.80	290 Wijon	+ 2/Al	C	0.50	0.50	0.30	362 Sunray	ClSp	R	3.50	3.00	2.00
219 Helm of Teleportation	MI	R	3.80	3.50	2.30	291 Mikor	+ 3/Al	U	0.80	0.50	0.40	363 Wall of Throns	+2/ClSpC		0.50	0.50	0.30
220 Rod of Dispel Magic	A	U	1.30	1.00	0.60	292 Salicia	+ 3/Al	R	1.60	1.50	1.30	364 Wall of Fore	+1/ClSpU		0.80	0.50	0.40
221 Dray	R	RLM	1.10	1.00	0.80	293 Zurn	+ 1/Al	U	0.50	0.50	0.40	365 Holy Word	ClSp	C	0.50	0.50	0.30
222 Raam	R	RLM	1.10	1.00	0.80	294 Powell	+ 1/Al	C	0.50	0.50	0.30	366 Raise Dead	ClSp	R	2.30	2.00	1.50
223 Urik	4/R	RLM	1.10	1.00	0.80	295 Baber	+ 3/Al	R	1.50	1.50	1.30	367 Flame Strike	ClSp	U	1.10	1.00	0.60
224 Tyr	5/R	RLM	1.00	1.00	0.80	296 Wachter	+ 2/Al	C	0.50	0.50	0.30	368 Protection fr Lghtng	ClSp	C	0.50	0.50	0.30
225 Gulg	7/R	U	1.10	1.00	0.60	297 Foucault	+ 3/Al	U	0.80	0.50	0.40	369 Silence	ClSp	U	1.50	1.00	0.60
226 Nibenay	R	U	1.10	1.00	0.60	298 Steffa Naf'ski	5/M	R	1.80	1.50	1.30	370 Invisibility/Undead	ClSp	C	0.50	0.50	0.30
227 Balic	R	RLM	1.10	1.00	0.80	299 Captain Kazhal	9/He	R	4.50	4.00	2.50	371 Wall of Fog	WSp	C	0.50	0.50	0.30
228 The Mud Palace	H	U	1.10	1.00	0.60	300 Dlasva	3/He	U	1.00	1.00	0.60	372 Forget	WSp	C	0.50	0.50	0.30
229 North Ledopolus	H	U	1.10	1.00	0.60	301 Tithian	5/He	R	3.00	2.50	1.80	373 Web	WSp	C	0.50	0.50	0.30
230 South Ledopolus	H	U	1.10	1.00	0.60	302 Verrasi	+ 2/Al	U	0.80	0.50	0.40	374 Blink	WSp	C	0.50	0.50	0.30
231 Altaruk	H	C	0.50	0.50	0.30	303 Defiler	6/W	C	0.80	0.50	0.30	375 Hold Undead	WSp	C	0.50	0.50	0.30
232 Salt View	H	C	0.50	0.50	0.30	304 Dragon King	8/M	R	4.00	3.00	2.00	376 Charm M	WSp	C	2.80	0.50	0.30
233 Ogo	H	U	1.00	1.00	0.60	305 Borys	9/M	R	3.30	3.00	2.00	377 Wind of Disench	Ev	R	2.30	2.00	1.50
234 Makla	H	U	1.00	1.00	0.60	306 Preserver	6/W	C	0.80	0.50	0.30	378 Black Tentacles	WSp	U	1.00	1.00	0.60
235 Kalidnay	H	C	0.80	0.50	0.30	307 Punisher	+ 3/Al	C	0.50	0.50	0.30	379 Fire Shield	+5/WSpU		1.00	1.00	0.60
236 Arkhold	H	C	0.80	0.50	0.30	308 Gith	+ 1/Al	U	0.50	0.50	0.40	380 Ice Storm	Ev	C	0.50	0.50	0.30
237 Salt View	H	C	0.50	0.50	0.30	309 Tiger	+ 1/Al	C	0.50	0.50	0.30	381 Phantasmal Killer	+7/WSpR		2.80	2.50	1.80
238 Waverly	H	R	2.00	2.00	1.50	310 Orb of Power	MI	C	0.50	0.50	0.30	382 Solid Fog	Ev	C	0.50	0.50	0.30
239 Bodach	H	R	2.30	2.00	1.50	311 Rings of All Seeing	MI	U	1.00	1.00	0.60	383 Animate Dead	WSp	C	0.50	0.50	0.30
240 Giustenal	H	U	1.10	1.00	0.60	312 Treasure	Ev	C	0.80	0.50	0.30	384 Clouddkill	WSp	C	0.50	0.50	0.30
241 Yaramuke	H	C	0.80	0.50	0.30	313 Shield of Dest	+ 1/MI	C	0.50	0.50	0.30	385 Feeble Mind	WSp	C	0.50	0.50	0.30
242 Lost Oasis	H	C	0.80	0.50	0.30	314 Shield of Annih	+ 2/MI	U	0.80	0.50	0.40	386 Magic Jar	WSp	C	0.50	0.50	0.30
243 Grak's Pool	+ 5/H	C	0.80	0.50	0.30	315 Shield of Devastation	+ 2/MI	C	0.50	0.50	0.30	387 Faithful Hound	Ev	C	0.50	0.50	0.30
244 Silver Spring	H	C	0.80	0.50	0.30	316 Shield of Wickedness	MI	C	0.80	0.50	0.30	388 Passwall	WSp	C	0.50	0.50	0.30
245 Bitter Well	H	C	0.80	0.50	0.30	317 Shield of Gore	+ 3/MI	U	1.00	1.00	0.60	389 Rock to Mud	WSp	C	0.50	0.50	0.30
246 Black Waters	H	C	0.80	0.50	0.30	318 The Hrtwd Spr	A	C	1.50	1.00	0.60	390 Chain Lightning	+5WSp	C	0.50	0.50	0.30
247 Fort Melidor	H	C	0.50	0.50	0.30	319 The Caravan	Ev	C	1.70	1.50	0.80	391 Death Fog	WSp	C	0.80	0.50	0.30
248 Dungeon of Gulg	H	C	0.50	0.50	0.30	320 The Necklace	MI	U	0.80	0.50	0.40	392 Death Spell	WSp	C	1.30	1.00	0.60
249 Ziggurat	H	U	1.10	1.00	0.60	321 Elemental Cleric	2/Cl	C	0.50	0.50	0.30	393 Disintegrate	WSp	R	6.80	3.50	2.30
250 Temple	H	C	0.50	0.50	0.30	322 Elven Archer	+ 3/Al	R	1.80	1.50	1.30	394 Geas	WSp	C	0.50	0.50	0.30
251 Mogadisho's Horde	+ 1/Al	C	1.30	1.00	0.60	323 The Outcast	5/He	R	1.80	1.50	1.30	395 Banishment	WSp	C	0.50	0.50	0.30
252 Assassins	+ 2/Al	U	1.00	1.00	0.60	324 Thugs	+ 1/Al	U	1.00	0.50	0.40	396 Control Undead	WSp	C	0.50	0.50	0.30
253 Haffing Mercenaries	+ 1/Al	C	0.50	0.50	0.30	325 Desert Warrior	2/He	R	2.00	1.50	1.30	397 Finger of Death	WSp	C	0.80	0.50	0.30
254 War Band	+ 3/Al	C	0.50	0.50	0.30	326 Desert Warrior	3/He	R	1.80	1.50	1.30	398 Spell Turning	WSp	C	1.00	1.00	0.60
255 Kank Lancers	+ 6/Al	U	1.00	1.00	0.60	327 Desert Warrior	4/He	R	1.80	1.50	1.30	399 Ancient Curse	Ev	R	2.30	2.00	1.50
256 Nomad Mercenaries	+ 2/Al	C	0.50	0.50	0.30	328 Marauder	+ 3/Al	C	0.50	0.50	0.30	400 Calm	Ev	C	1.30	1.00	0.60
257 Gladiators	+9/Al	U	2.00	2.00	1.10	329 Shaqt Beetles	+ 1/Al	C	0.50	0.50	0.30	1 Sakornia	6/He	SP	3.00	3.00	2.80
258 Rikus	6/He	U	1.50	1.00	0.40	330 Tembo	3/M	U	0.80	0.50	0.40	2 Eodomira, Red Dr	7/M	SP	3.00	3.00	2.80
259 Neeva	7/He	R	3.00	2.00	1.50	331 Fireball	WSp	C	0.80	0.50	0.30	3 Gloriana	6/W	SP	3.00	3.00	2.80
260 Sadira	4/W	C	0.50	0.50	0.30	332 Lightning Bolt	+5/WSpC		1.10	0.60	0.10	4 Gib Ekim	5/7 Wr	SP	3.00	3.00	2.80
261 Agis	5/W	U	1.30	1.00	0.60	333 Paralyze	WSp	C	0.80	0.50	0.30	5 Neirgral, Green Dr	7/M	SP	3.00	3.00	2.80
262 Anavias	2/He	R	2.00	2.00	1.50	334 Magic Missle	+3/WSpC		0.50	0.50	0.30	6 Dagaronzie, Grn Dr	8/M	SP	3.00	3.00	2.80
263 Vaerhirmana	4/W	R	1.80	1.50	1.30	335 Wall of Fire	WSp	C	0.50	0.50	0.30	7 Fejyelsae	10/He	SP	3.00	3.00	2.80
264 Herminard	4/He	C	0.50	0.50	0.30	336 Wall of Iron	+3/WSpC		0.50	0.50	0.30	8 Dragon Rage!	Ev	SP	3.00	3.00	2.80
265 Tkkyll	3/He	C	0.50	0.50	0.30	337 Wall of Stone	+4/WSpC		0.50	0.50	0.30	9 Shalbaal, Red Dragon	6/M	SP	3.00	3.00	3.00
266 Azhul	4/He	U	0.80	0.50	0.40	338 Wall of Force	+5/WSpC		0.80	0.50	0.30	10 Delsenora	7/Cl	SP	3.00	3.00	2.80
267 Chivald	2/He	R	1.80	1.50	1.30	339 Invisibility	WSp	R	2.30	1.00	0.80	11 Gib Evets	8/M	SP	3.00	3.00	2.80
268 Baqual	2/Cl	C	0.50	0.50	0.30	340 Cone of Cold	+5/WSpC		0.50	0.50	0.30	12 Dori, the Barbarian	6/He	SP	3.00	3.00	2.80
269 Rowan	+ 1/Al	U	0.80	0.50	0.40	341 Sleep	WSp	C	0.50	0.50	0.30	13 Gib Htimsen	9/M	SP	3.30	3.00	3.00
270 Shayira	3/Cl	C	0.50	0.50	0.30	342 Shield	+2/WSpC		0.50	0.50	0.30	14 Darbee	6/He	SP	3.00	3.00	2.80
271 Ashathra	+ 2/Al	C	0.50	0.50	0.30	343 Fly	WSp	C	0.50	0.50	0.30	15 Aurum, Gold Dr	7/M	SP	3.00	3.00	2.80
272 Stug	+ 2/Al	C	0.50	0.50	0.30	344 Crushing Fist	+4/WSpR		2.30	2.00	1.50	16 Halcyon	7/Cl	SP	3.00	3.00	2.80
273 Ka'Cha	+ 3/Al	U	0.80	0.50	0.40	345 Anti-Magic Shell	WSp	R	2.80	2.60	1.80	17 Stryck	7/M	SP	3.00	3.00	2.80
274 Galek	+ 2/Al	C	0.50	0.50	0.30	346 Dispel Magic	WSp	C	1.00	0.50	0.30	18 Alicia	8/W	SP	3.30	3.00	2.80
275 Wind Dancers	Ev	U	1.00	1.00	0.60	347 Imprvd PhntsmI Frce	+6/WSpC		1.30	1.00	0.60	19 Red Zeb	9/M	SP	3.00	3.00	2.80
276 Water Hunters	Ev	C	0.50	0.50	0.30	348 Fear	WSp	R	2.50	2.50	1.80	20 The Avatar	7/Ev	SP	3.00	3.00	2.80
277 Silver Hands	Ev	U	1.10	1.00	0.60	349 Cure Light Wounds	+1ClSpC		0.50	0.50	0.30	21 Smolder, Red Dr	8/M	SP	3.00	3.00	2.80
278 Sky Singers	Ev	C	0.90	0.50	0.30	350 Cure Serious Wounds	+2ClSpC		0.50	0.50	0.30	22 Lovely Colleen	7/He	SP	3.30	3.00	3.00
279 Silt Stalkers	+ 3/Al	C	0.50	0.50	0.30	351 Sticks to Snakes	+4ClSpC		0.50	0.50	0.30	23 Ember, the Red Dr	9/M	SP	3.00	3.00	2.80
280 Night Runners	+ 2/Al	U	0.80	0.50	0.40	352 Blade Barrier	ClSp	R	2.30	2.00	1.50	24 Andra the Wise	8/Cl	SP	3.00	3.00	2.80
281 So-ut	+ 3/Al	R	1.80	1.50	1.30	353 Bless	ClSp	C	0.50	0.50	0.30	25 Karm, Black Dr	10/M	SP	4.30	3.50	3.30
282 Cistern Fiend	2/M	C	0.50	0.50	0.30	354 Sanctuary	ClSp	R	2.30	2.00	1.50						
283 Sloth	+ 1/Al	C	0.50	0.50	0.30	355 Wind Walk	ClSp	R	2.50	2.50	1.80						
284 Mul Savage	6/M	R	1.80	1.50	1.30	356 Bark Skin	+2ClSpC		0.50	0.50	0.30						
285 Inhuman	+ 2/Al	U	0.80	0.50	0.40	357 Charm	WSp	C	0.50	0.50	0.30						
286 Pyreen	+ 3/Al	R	1.80	1.50	1.30	358 Dispel Magic	ClSp	C	0.50	0.50	0.30						
287 Cha'thrang	+ 1/Al	U	0.60	0.50	0.40	359 Darkness	ClSp	C	0.50	0.50	0.30						
												TOTAL			563.60	492.30	363.40



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# ULTIMATE COMBAT CHECK List



Adrenaline	Advantage	WB	Enduring Pain	Action	BB	Knee Kick	Technique	BrB	Ring of the Sun God	Talisman	GB
Agony	Action	BB	Enforcer's Back Kick	Technique	GB	Knee Kick	Technique	WB	Round Kick	Technique	BB
Akiyama's Pendant	Talisman	GB	Escrema Sticks	Weapon	GB	Knife Hand Strike	Technique	BB	Round Kick	Technique	BrB
Amulet of Kwai Chang	Talisman	GB	Exhaustion	Action	GB	Knife Hand Strike	Technique	BrB	Round Kick	Technique	WB
ArmLock	Technique	GB	Experience	Foundation	WB	Knife Hand Strike	Technique	WB	Sacrifice Foundation	Action	BB
ArmLock	Technique	BB	Eyes of the Ninja	Talisman	BB	Knowledge	Foundation	WB	Sandy Beach	Environment	GB
ArmLock	Technique	BrB	Fall Prone	Technique	BrB	Leaping AxKick	Technique	GB	Shake Up	Action	GB
Asano's Faith	Action	GB	FavoriteTechnique	Action	BrB	Leaping AxKick	Technique	BB	Shatter Concentration	Action	BB
Atlas Overhead Slam	Technique	BB	Fighting Spirit	Foundation	WB	Leaping AxKick	Technique	BrB	Shatter Foundation	Action	BB
Awareness	Foundation	GB	Finger Lock	Technique	WB	Left Hook	Technique	BrB	Shatter Talisman	Action	BB
AxKick	Technique	BB	Flexibility	Foundation	GB	Left Hook	Technique	WB	Shoulder Throw	Technique	GB
AxKick	Technique	BrB	Flooded Ground	Environment	GB	Leg Trap Block		GB	Shoulder Throw	Technique	BB
AxKick	Technique	WB	Flying Double Kick	Technique	GB	Lifting Sleeve Throw	Technique	BB	Shuffle	Action	WB
Back Fist	Technique	BB	Flying Scissors	Technique	BrB	Lightning Strike	Action	BrB	Side Kick	Technique	BB
Back Fist	Technique	BrB	Flying SideKick	Technique	GB	Low Round Kick	Technique	BB	Side Kick	Technique	BrB
Back Fist	Technique	WB	Focus	Action	BB	Low Round Kick	Technique	BrB	Side Kick	Technique	WB
Bad Air	Action	BB	Footsweep	Technique	BB	Low Round Kick	Technique	WB	Single Leg Tackle	Technique	BrB
Bad Sushi	Action	WB	Footsweep	Technique	BrB	Mantra of Power	Action	WB	Single Leg Tackle	Technique	WB
Banana Peel	Advantage	BB	Footsweep	Technique	WB	Mask of Gengis Khan	Talisman	GB	Smog Inversion	Environment	GB
Barrel Roll	Technique	BB	Freezing Cold	Environment	GB	Mental Domination	Action	GB	Snatch Talisman	Action	BB
Barrel Roll	Technique	BrB	Front Kick	Technique	BB	Morale Boost	Action	BrB	SolarPlex Strike	Technique	BB
Barrel Roll	Technique	WB	Front Kick	Technique	BrB	Moriya's Mirror	Talisman	GB	SolarPlex Strike	Technique	BrB
Bear's Jaw	Talisman	GB	Front Kick	Technique	WB	Move Back	Movement	WB	SolarPlex Strike	Technique	WB
Beijing Blitz	Advantage	BB	Full Nelson	Technique	GB	Move Front	Movement	WB	Spear Hand	Technique	BB
Belly Punch	Technique	BrB	Full Nelson	Technique	BrB	Move Left	Movement	WB	Spear Hand	Technique	BrB
Belly Punch	Technique	WB	Full Nelson	Technique	WB	Move Left/Back	Movement	GB	Spear Hand	Technique	WB
Berserker	Advantage	BrB	GiPatch-Falcon	Talisman	WB	Move Left/Front	Movement	GB	Speed 1	Advantage	WB
Bewilder	Action	GB	GiPatch-Fox	Talisman	WB	Move Right	Movement	WB	Speed2	Advantage	BrB
Body Odor	Advantage	WB	GiPatch-Horse	Talisman	WB	Move Right/Back	Movement	GB	SpeedX	Advantage	BB
Bojutsu Stick	Weapon	GB	GiPatch-Owl	Talisman	WB	Move Right/Front	Movement	GB	Spinning Back Fist	Technique	GB
Boken	Weapon	GB	Great Wall Vest	Talisman	GB	Muddy Ground	Environment	GB	Spinning Back Fist	Technique	BB
Champ's Side BdySlam	Technique	GB	Guillotine Block	Technique	GB	Nunchaku	Weapon	GB	Spinning Back Kick	Technique	GB
Charging Front Kick	Technique	BB	Hair/Elbow Strike	Technique	BrB	Oak Staff	Weapon	GB	Spinning Round Kick	Technique	GB
Combination 0	Advantage	WB	Hair Grab Elbow/Strike	Technique	GB	Oblivion	Action	GB	Standing Choke	Technique	BB
Combination 1	Advantage	WB	Hair Grab Elbow/Strike	Technique	BB	Outer Leg Reap	Technique	BrB	Standing Choke	Technique	BrB
Combination 2	Advantage	BrB	Hammer Fist/Strike	Technique	WB	Oxygen Burst	Action	WB	Standing Choke	Technique	WB
Combination X	Advantage	BB	Headband of the Ninja	Talisman	BB	Power Drain	Action	BB	Strength 1	Advantage	WB
Conditioning	Foundation	WB	Head Butt	Technique	BrB	Prayer for Healing	Action	BB	Strength 2	Advantage	BrB
Confuse Foundation	Action	BB	Head Butt	Technique	WB	Primal Kiai	Advantage	GB	Strength X	Advantage	BB
Copy Cat	Action	BrB	Head Lock	Technique	BB	Psychic Blast	Action	BrB	Stumble	Advantage	WB
Counter 0	Advantage	WB	Head Lock	Technique	BrB	Psychic Block	Action	BrB	Sumida's Misdirection	Action	BB
Counter 1	Advantage	WB	Head Lock	Technique	WB	Psychic Enhancement	Action	BrB	Suppress	Action	BB
Counter 2	Advantage	BrB	Healing Mantra	Action	BrB	Psychic Freeze	Action	BB	Sweeping Leg Throw	Technique	BrB
Counter X	Advantage	BB	Heavy Rain	Environment	GB	Psychic Misdirection	Action	BB	Throat Grab	Technique	BB
Crusher's Wheel	Technique	GB	High Altitude	Environment	GB	Psychic Nova	Action	GB	Throat Grab	Technique	BrB
CupHand Ear Crush	Technique	GB	Holy Medallion	Talisman	WB	Psychic Paralysis	Action	BB	Throat Grab	Technique	WB
Cyclone Elbow Smash	Technique	BB	Hurricane Winds	Environment	GB	Psychic Read	Action	BB	Throat Jab	Technique	BB
Darkness	Environment	GB	Icy Ground	Environment	GB	Psychic Siphon	Action	BB	Throat Jab	Technique	BrB
DeepFog	Environment	GB	Inferno's Round Kick	Technique	GB	Psychic Storm	Action	GB	Throat Jab	Technique	WB
Depression	Action	GB	Inner Leg Reap	Technique	BB	Psychic Subversion	Action	BB	Tonfa	Weapon	GB
Desert Heat	Environment	GB	Inner Thigh Throw	Technique	BB	Purity	Action	GB	Trip	Action	WB
Discipline	Foundation	GB	Instant Recall	Action	BB	Push the Pace	Action	BrB	Ukemi	Action	WB
Dismay	Action	BB	Instant Replay	Action	BrB	Quick Jab	Technique	BB	Uppercut	Technique	BB
Double Leg Tackle	Technique	BB	Instep Stomp	Technique	BB	Quick Jab	Technique	BrB	Uppercut	Technique	BrB
Double Leg Tackle	Technique	BrB	Instep Stomp	Technique	BrB	Quick Jab	Technique	WB	Uppercut	Technique	WB
Double Leg Tackle	Technique	WB	Instep Stomp	Technique	WB	Reflexes	Foundation	GB	Valerie's Sidestep	Action	GB
Double Wrist Lock	Technique	BB	Intimidation	Action	BrB	Regression	Action	GB	Warrior's Helmet	Armor	BB
Double Wrist Lock	Technique	BrB	Intuition	Foundation	GB	Restrict Options	Action	BrB	Wisdom	Foundation	GB
Dragon's Fire	Talisman	GB	Jump Crescent Kick	Technique	GB	Reverse Punch	Technique	BB	Wrist Lock	Technique	WB
DropJab	Technique	BB	Jump Crescent Kick	Technique	BB	Reverse Punch	Technique	BrB	Wrist Lock	Technique	GB
DropJab	Technique	WB	Jump Hook Kick	Technique	GB	Reverse Punch	Technique	WB	Wrist Lock	Technique	BB
Drop Spin Kick	Technique	BrB	Jump Hook Kick	Technique	BB	RibShot	Technique	BrB	Yamashita's Belt	Talisman	BB
Drop Spin Kick	Technique	WB	Jump Hook Kick	Technique	BrB	Right Cross	Technique	BB			
Earring of Confucius	Talisman	GB	Jumping	Advantage	BrB	Right Cross	Technique	BrB			
Earth Mantra	Action	BrB	Kevlar Vest	Armor	BB	Right Cross	Technique	WB			
Elbow Smash	Technique	BrB	Kiai	Advantage	WB	Right Hook	Technique	BB			
Elephant Bracelet	Talisman	GB	Kim Soon's Illusion	Action	BrB	Right Hook	Technique	BrB			
Elixir of the Gods	Talisman	GB	Knee Kick	Technique	BB	Right Hook	Technique	WB			

## LEGEND

GB: GOLD BELT  
BB: BLACK BELT  
BrB: BROWN BELT  
WB: WHITE BELT



# WYVERN

## TOURNAMENT RESULTS

### OFFICIAL ERRATA SHEET

#### WYVERN

#### LIMITED EDITION

Card Number 97 NAGA

Should Read:

Strength:3

NAGA Attacks at 6 Strength

From Face Down

And 0 Strength from face UP

("Strength:3" was Omitted

From Card)

Card Number 99 Rahah

Should Read:

Strength:1

Rahah Attacks at 2 Strength

From Face Down

And 0 Strength From Face UP

("Strength:1" was Omitted

from Card)

### WYVERN SKILL RATING

#### STARTER DECK EVENTS

Name	Zip	Rating
Henning, Harold	06804	37.80
Bissonnette, Doug	06606	37.50
Neville, Dan	87505	35.33
Jones, Steve	10024	35.00
Galullo, Doug	06489	33.00
Tung, Simon	LSL SM7	33.00
Henning, Inger	06804	30.40
Fink, Adam	10901	30.00
Keavery, John	10583	29.00
Steigerwalt, Juldis	12590	27.67
Rakowski, Bill	21213	27.00
Cerrata, Lou	06468	26.67
Tyler, Sam	12061	26.33
Albala, Mich	07730	25.00
Louie, Dan	06851	25.00
Zolotnik, Vlad	11235	24.67
Arlemagne, James	01064	22.67
Henning, Nick	06084	21.50
Arents, Janine	06413	21.50
Cornett, Jeff	06468	21.33
O'Rourke, James	10708	21.33
Maher, Jim	06606	20.00

### WYVERN SKILL RATINGS

#### TOURNAMENT DECK EVENTS

Name	Zip	Rating
Castanzo, Gavin	11777	33.43
Bard, Alex	11733	29.50
Bissonnette, Doug	06606	28.43
McRavey, Colin	06460	27.50
Jackson, Josh	12180	27.00
Maher, Jim	06606	26.33
Jones, Steve	10024	24.67
Lesiak, Steve	07036	24.33
Rogers, Brandon	77386	23.67
Arents, Janine	06413	23.00
Dunn, Craig	77381	22.77
Costanzo, Sergio	11738	21.14
Thomas, Charlie	77386	20.50
Adam, Roger	77381	19.67
Louie, Dan	06851	19.50
Webster, Del	77386	19.25
Jones, William R	10011	15.33



## ECHELONS CHECK List



### ECHELONS OF FIRE- FIRST EDITION

NAME	RARITY
A-10	VR
AH-64 APACHE	VR
AID STATION-U.S.	VR
AIR-DROPPED SUPPLIES	VR
AIRBORNE TEAM-U.S.	VR
AMBUSH	VR
AMMUNITION	C
ANTI-PERSONNEL MINES	R
ANTI-TANK MINES	R
ARTILLERY STRIKE-MED. MORTAR	R
BMP	R
BRDM	R
BRIDGE-STONE	U
BRIDGE-WOOD	U
CITY, #1-4	U
DELAYING ACTION	R
DRAGON ANTI-TANK GUIDED MSLE	VR
ENGINEERING VEHICLE	VR
FOXHOLE	R
FOXHOLES	VR
FUEL	C
HAND GRENADES-FRAGMNTN	U
HAND GRENADES-SMOKE	U
HILL	U
HIND-D	VR
HULL-DOWN POSITION	VR
HUMM-V w/MG	R
HUMM-V w/TOW	R
LEFT FLANKING	C

M-1	VR
M-2	R
M-203 GRENADE LAUNCHER	U
M-60 LIGHT MACHINE GUN-U.S.	U
MEDIC	R
N.D.G. LIGHT S.A.M.	VR
OPEN	U
PKM LIGHT MACHINE GUN-SOVIET	U
PT-76	R
RADIO	R
RADIO NET	VR
RANDOM OCCURRENCE-CL WTHR	VR
RANDOM OCCURRENCE-FOG	R
RANDOM OCCURRENCE-HVY SNW	VR
RECONNAISSANCE TEAM-SOVIET	R
RECONNAISSANCE TEAM-U.S.	R
RECONNAISSANCE	U
RIGHT FLANKING	U
RPG-7 GRENADE LAUNCHER	C
SAGGER ANTI-TANK GUIDED MSLE	U
SANDBAGGED POSITION	R
SOVIET ENGINEER TEAM	VR
SOVIET FIRE TEAM	C
SOVIET LEADER	C
SOVIET MORTAR 82mm	R
SOVIET SNIPER	VR
SOVIET SPECIAL FORCES	VR
T-72	VR
T-80	VR
THRUST	C
TOWN	C
U.S. FIRE TEAM	C
U.S. LEADER	C
U.S. LIGHT S.A.M.	VR

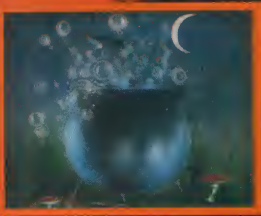
US ENGINEER TEAM	VR
US M.G. TEAM	R
WOODS	C

### ECHELONS OF FURY FIRST EDITION

CARD NAME	RARITY
81mm MORTAR-U.S.	R
AIR-DROPPED SUPPLIES	VR
AMBUSH	R
AMMUNITION	C
ANTI-PERSONNEL MINES	R
ANTI-TANK MINES	R
ARTILLERY STRIKE-MED. MORTAR	R
BRIDGE-STONE	U
BRIDGE-WOOD	U
CITY, #1-4	U
DELAYING ACTION	R
FOXHOLE	R
FOXHOLES	VR
FRENCH PARTISAN SQUAD	VR
FUEL	C
GERMAN 88mm ATG	VR
GERMAN ENGINEER SQUAD	R
GERMAN HETZER	VR
GERMAN LEADER	C
GERMAN ME-109	VR
GERMAN MG-42 MACHINE GUN	U
GERMAN PANZERFAUST	U
GERMAN Pz-III	VR
GERMAN Sdk-251	R
GERMAN SQUAD	C

GERMAN SQUAD-WAFFEN SS	VR
GERMAN STUKA	VR
HAND GRENADES-FRAGMNTN	U
HAND GRENADES-SMOKE	U
HILLS	U
HULL-DOWN POSITION	VR
LEFT FLANKING	C
M-5 STUART	R
MEDICS	R
MG-34/AA	R
OPEN	U
RADIO	R
RADIO NET	VR
RANDOM OCCURRENCE-CLR SK	VR
RANDOM OCCURRENCE-FOG	R
RANDOM OCCURRENCE-HVY SNW	VR
RECONNAISSANCE	U
RIGHT FLANKING	C
SANDBAGGED POSITION	R
THRUST	C
TOWN	C
U.S. 57MM ATG	R
U.S. AIRBORNE SQUAD	VR
U.S. BAZOOKA	U
U.S. BROWNING .30 MACHINE GUN	U
U.S. ENGINEER SQUAD	R
U.S. LEADER	C
U.S. M-3 HALFTRACK	R
U.S. M-4 SHERMAN	VR
U.S. P-47	VR
U.S. P-51	VR
U.S. SQUAD	C
US AUTORIFLEMAN	R
WOODS	C





# WYVERN CHECK LIST



#	TYPE	NAME	COMMONALITY	#	BR	NAME	COMMONALITY	#	D	NAME	COMMONALITY
1	D	WYVERN	COMMON 3	83	BR	ARMOR	COMMON 2	166	D	LAIDLAY WORM	UNCOMMON 1
2	D	AMPHITERE	COMMON 1	84	BA	NIGHT	COMMON 2	167	D	SITO	UNCOMMON 1
3	D	LINDWURM	UNCOMMON 2	85	DS	ST. GEORGE	COMMON 2	168	D	LOTAN	UNCOMMON 1
4	D	GUIVRE	COMMON 1	86	DS	SIGURD	COMMON 2	169	D	MIDGARD SERPENT	UNCOMMON 1
5	D	JORMUNGANDR	RARE 1	87	DS	SIR LANCELOT	COMMON 2	170	D	BEHOMOTH	RARE 1
6	D	TARASQUE	UNCOMMON 2	88	R	KISS OF LE SUCCUBE	RARE 2	171	TR	AARON'S ROD	RARE 2
7	D	VITTRA	UNCOMMON 2	89	R	MARINA	COMMON 2	172	TR	DRAGON MOTHER	RARE 1
8	D	FAENIR	UNCOMMON 2	90	DS	JASON	RARE 2	173	TR	DRAGON BONES	RARE 1
9	D	PAKAWJAK	UNCOMMON 2	91	D	SHAN	UNCOMMON 2	174	TR	DRAGON SKIN	RARE 1
10	D	MOGHUR	UNCOMMON 2	92	D	GANI	UNCOMMON 2	175	TR	TABLETS OF DESTINY	RARE 1
11	D	TIAMAT	UNCOMMON 1	93	D	HYDRA	UNCOMMON 2	176	TR	DRAGON ASHES	RARE 1
12	D	COLCHIS	COMMON 1	94	D	GRENDAL	RARE 1	177	TR	DRACONTIAS	RARE 1
13	D	GRYPHON	UNCOMMON 2	95	D	CELESTIAL	UNCOMMON 2	178	A	VISHNU	RARE 2
14	D	LEVIATHAN	UNCOMMON 2	96	D	MOKELEMBEMBE	UNCOMMON 2	179	R	INDRA'S SPELL	RARE 2
15	D	BASILISK	RARE 1	97	D	NAGA	UNCOMMON 2	180	BA	APOLLO	RARE 2
16	D	TYPHON	COMMON 1	98	D	GARGOUILLE	UNCOMMON 2	181	DS	CADMUS	COMMON 2
17	D	ECHIDNA	UNCOMMON 2	99	D	RAHAH	UNCOMMON 2	182	DS	THOR	COMMON 2
18	D	CHIMERA	UNCOMMON 3	100	D	KIOH-LUNG	UNCOMMON 2	183	A	POISONOUS AIR	COMMON 2
19	D	AZHI DAHAKA	UNCOMMON 2	101	D	KULKULCAN	UNCOMMON 2	184	A	PIRENDEUS TREE	COMMON 2
20	D	MUSHUSSU	UNCOMMON 2	102	D	LAMBTON WORM	UNCOMMON 2	185	A	MARTHA OF BETHANY	COMMON 1
21	D	LUNG WONG	UNCOMMON 2	103	D	GANDAREWA	UNCOMMON 2	186	A	MARDUK	COMMON 2
22	D	KAKUTAN	UNCOMMON 2	104	D	AJATAR	RARE 1	187	BR	RA	COMMON 2
23	D	SCYLLA	UNCOMMON 2	105	D	PAN LUNG	UNCOMMON 2	188	DS	SETH	RARE 3
24	D	VOUIVRE	RARE 1	106	T	MOUNTAINS	UNCOMMON 1	189	A	ZEUS	COMMON 2
25	D	THUHAN	RARE 1	107	T	SNOWDRIFTS	UNCOMMON 1	190	A	HERCULES	COMMON 1
26	D	AMPHISBENA	RARE 1	108	T	FOREST FIRE	UNCOMMON 1	191	BA	PITCH	RARE 2
27	D	PHRYGIAN	RARE 1	109	T	BRUSH FIRE	UNCOMMON 1	192	R	SABRA	RARE 2
28	D	CYNOPROSOPI	RARE 1	110	T	UNDERWATER CAVE	UNCOMMON 1	193	A	KING ARTHUR	RARE 2
29	D	DRACO	RARE 1	111	TR	CAULDRON	COMMON 1	194	D	ILUYANKUS	UNCOMMON 1
30	D	SHAPESHIFTER	RARE 1	112	TR	FOUNTAIN OF YOUTH	COMMON 1	195	A	VALLEY	RARE 2
31	T	MOAT	UNCOMMON 1	113	TR	SILVER CHALICE	RARE 1	196	T	STREAM	UNCOMMON 1
32	T	VINES	UNCOMMON 1	114	TR	MAGIC POTION	COMMON 1	197	A	GULLY	COMMON 2
33	T	CORAL REEF	COMMON 1	115	TR	MAGIC WAND	COMMON 1	198	BA	CASTLE	RARE 2
34	T	SWAMP	COMMON 1	116	TR	PICK A TREASURE	COMMON 1	199	A	CITY	COMMON 2
35	T	FROZEN LAKE	UNCOMMON 1	117	TR	SHIP WRECK	COMMON 1	200	A	VILLAGE	COMMON 2
36	T	PIT	UNCOMMON 1	118	TR	SECRET TREASURE	COMMON 1	201	A	TOWN	RARE 2
37	T	CLIFF	UNCOMMON 1	119	TR	TREASURE ROOM	COMMON 1	202	T	ABBEY	UNCOMMON 1
38	T	CREVICE	UNCOMMON 1	120	TR	MAGIC SHIELD	RARE 1	203	T	TRAP	UNCOMMON 1
39	T	WALL	UNCOMMON 1	121	A	SNOW STORM	RARE 2	204	T	HURRICANE	UNCOMMON 1
40	T	DESERT	COMMON 1	122	A	TWISTER	COMMON 1	205	T	ISLAND	UNCOMMON 1
41	T	CAVE	COMMON 1	123	A	VOLCANIC ERUPTION	COMMON 1	206	T	RUINS	UNCOMMON 1
42	T	CLOUDS	UNCOMMON 1	124	A	METEOR SHOWER	COMMON 2	207	A	SUBT. RIVER	COMMON 1
43	T	FOREST	COMMON 1	125	A	HEATWAVE	COMMON 2	208	TR	SUBT. GOLD MINE	RARE 1
44	T	SWAMP HOLE	UNCOMMON 1	126	A	MAGICAL HEALING	COMMON 2	209	T	SUBT. LAIR	UNCOMMON 1
45	T	TUNNEL	UNCOMMON 1	127	BA	POWER SWITCH	RARE 2	210	TR	CITY IN THE SKY	RARE 1
46	T	QUICKSAND	RARE 1	128	R	MAGNETIC FIELD	RARE 2	211	TR	SUBT. TUNNELS	COMMON 2
47	T	RIVER	COMMON 1	129	BA	DWARVEN ARMY	COMMON 2	212	TR	DWARVEN GOLD MINE	RARE 1
48	T	OCEAN	COMMON 1	130	A	CRYSTAL BALL	COMMON 2	213	A	DRAGON MAN	RARE 2
49	T	LAKE	COMMON 1	131	BA	POSSESSION SPELL	COMMON 2	214	TR	LIBRARY OF NINEVAH	RARE 1
50	TR	MANSION IN THE SKY	UNCOMMON 1	132	DS	BEOWULF	COMMON 2	215	A	HALL OF CHIVALRY	RARE 2
51	TR	GOLDEN FLEECE	RARE 2	133	BA	BATTLE CHAOS	COMMON 2	216	TR	WINDSOCK BANNER	RARE 1
52	TR	GOLDEN APPLES	COMMON 1	134	A	DOOMSDAY	RARE 2	217	TR	SUBT. TREASURE	RARE 1
53	TR	PEARL	COMMON 1	135	A	TURN THE TABLES	RARE 2	218	A	THE GAMBLER	RARE 2
54	TR	JEWELS	COMMON 1	136	A	WYVERN SHADOW	RARE 2	219	TR	FEAST	RARE 1
55	TR	DRAGON EGG	RARE 1	137	D	VAMPIRE	RARE 1	220	TR	GROWTH SPURT	RARE 1
56	TR	SWORD	COMMON 1	138	D	LOKI	UNCOMMON 2	221	A	TREASURE THIEF	COMMON 1
57	TR	GOLD	COMMON 1	139	D	MO-O	UNCOMMON 2	222	T	SUBT. AVALANCHE	UNCOMMON 1
58	TR	PRINCESS LIBYA	COMMON 1	140	D	GEATES	UNCOMMON 2	223	BA	PLACE YOUR BETS	RARE 2
59	TR	ORIENTAL PRINCESS	RARE 1	141	D	DRAGONEL	UNCOMMON 2	224	BA	ALL BETS ARE OFF	RARE 2
60	TR	MAIDEN IN DISTRESS	COMMON 1	142	D	TATZLWURM	UNCOMMON 2	225	A	GOLD THIEF	COMMON 2
61	BA	FIREBREATHING	COMMON 2	143	D	PI-HSI	UNCOMMON 2	226	R	CATCH A THIEF	COMMON 1
62	BA	FLOOD	COMMON 1	144	D	CHEN LUNG	UNCOMMON 2	227	A	GOLD SHORTAGE	COMMON 2
63	BA	HAILSTORM	COMMON 2	145	D	RYU	UNCOMMON 2	228	A	GOLD FIND	COMMON 2
64	A	TSUNAMI	COMMON 1	146	D	BAIT	UNCOMMON 2	229	BR	STEAL STRENGTH	RARE 2
65	A	HIGH WINDS	RARE 2	147	D	CECROPS	UNCOMMON 1	230	BA	ARCHERS	RARE 2
66	BA	HELP	COMMON 2	148	D	GIANT	UNCOMMON 1	231	BA	GIANT ANTS	RARE 2
67	BA	FROST BREATHING	COMMON 1	149	D	ABRAXUS	UNCOMMON 1	232	BA	RAVENS	RARE 2
68	A	HERO	RARE 2	150	D	EA	UNCOMMON 1	233	BA	FOG	RARE 2
69	BA	POISON BREATHING	COMMON 2	151	D	OSIRIS	UNCOMMON 2	234	BA	GIANT ANTEATER	RARE 2
70	BA	SACRIFICE	COMMON 2	152	D	KANE-KUA-ANA	UNCOMMON 1	235	BA	HAWKS	RARE 2
71	A	KNOWLEDGE	COMMON 1	153	D	APEP	UNCOMMON 1	236	A	FROZEN ASSETS	RARE 2
72	BA	MAGICAL SWORD	COMMON 2	154	D	INDRA	RARE 1	237	A	LIGHTNING	COMMON 1
73	A	SEAWEED	COMMON 2	155	D	YELLOW	RARE 1	238	BA	HELP FROM BEYOND	RARE 2
74	A	WHIRLPOOL	RARE 2	156	D	BRIDE'S SERPENT	UNCOMMON 1	239	A	INVISIBILITY	RARE 2
75	BA	MEDEA'S SPELL	RARE 2	157	D	BLUE	RARE 1				
76	BA	FIREBALL	COMMON 2	158	D	WHITE	RARE 1				
77	BA	FIRE BOLT	COMMON 2	159	D	BLACK	RARE 1				
78	BA	POISON CHALICE	RARE 2	160	D	RED	RARE 1				
79	A	STRANGLE HOLD	RARE 2	161	D	MOUNT CHUNG	UNCOMMON 1				
80	A	AVALANCHE	COMMON 2	162	D	ANANTA	UNCOMMON 1				
81	A	EARTHQUAKE	COMMON 1	163	D	DELPHINE	UNCOMMON 1				
82	BA	GOLDEN APPLE	COMMON 2	164	D	PYTHON	UNCOMMON 2				
				165	D	NIDHOGGR	UNCOMMON 1				

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BR	BATTLE REACTION	T	TERRAIN
D	DRAGON	TR	TREASURE





Name	Type	Dream Team	VT	Lighting Daughter	OC	Red Field of Force	PS	The Icon	OTECH
A Complicated Pattern	GM	Drop Troops of Zen	AT	Lightning Dragon	CC	Red Gambit Two	AT	The Man	AT
A Vampire Moon	PS	Earth Riser	GT	Lightning Fist	VT	Red Ghosts of Time	OC	The Mysts	VT
Absorption	HT	Earth Walking	VT	Lightning Master	HC	Red Rob	VT	The Pond of Peace	GM
Action Mistress	AT	Easy Rider	HT	Lightning Sifter	AtT	Red Slayer	AT	The Power Within	PS
Adeluvians	CC	Ebony Darkness	PS	Lightning Stiker	GM	Red Titan	GT	The Red Seeress	OT
Agrelius	AT	Ebony Death Watcher	HT	Lightning Thrower	AT	Red Titan	OC	The Resistors	OT
Agrippa's Curse	GM	Ebony Ice	PS	Lightning's Daughter	HT	Reever	AC	The Rider	OC
Alasandra	HC	Elf Action	GM	Lights Man	AC	Reptile Mistress	OC	The Russels	AC
Alien Logic	VT	Emerald Force	PS	Little Fiend	HT	Rest Stop	VT	The Telden	AtC
Amazons of Troy	OC	Emerald Ice	PS	Lizardeen Specialist	AtC	Restless	PS	The Wall	VT
Amber Tide	PS	Emerald Slayer	CM	Lone Guardian	HT	Rider	AT	The White Lady	GT
Amber Watcher	CC	Emerald Tide	PS	Lost in Thought	GM	Roon	CM	Thief in the Night	HC
Angel in Glass	HC	Emerald Titan	AT	Major Players	AT	Royal Ice	PS	Threes	OT
Angel Strom	VT	Encapsulation	GM	Mark in Defense	AC	Royal Inspection	PS	Titan Flames	OTECH
Anger of The Gods	PS	Encellia	OT	Mawling	CC	Rulers of Anselon	CM	Tomaniee	OT
Antarers Connection	GM	Ending	GM	Mentalists of Tunetha	AC	Rumblers	GC	Tomorrows City	PS
Aquanian	CM	Energy Fields	VT	Mer-Cees	AtC	Running For Your Life	PS	Ton	GC
Arch Battlers	VT	Energy Mountain	PS	Mer-done	AtT	Salazia	AtT	Transformation	PS
Archeons	AtT	Fallen	PS	Mer-Lass	AtT	Salezians	AtT	Transport Bot	AV
Archeons	AtC	Fangs	VT	Mer-She	AtT	Sanshall	GC	Treen	AC
Arnth	OT	Far Eyed Soarer	OC	Mer-tians	AtT	Saucer of Yeanol	OTECH	Tronst	AT
Art Imitates Life	PS	Feathered Mistress	PS	Merlina	GT	Sea Challenger	AT	Troubled Centaurian	AtT
Atlun	CM	Feline	CC	Midnight Web Spinner	CC	Senella	CM	Tun	AC
Attack!	PS	Feline Fems of Nerth	AC	Mind Jewel	OTECH	Serfs of Nod	AC	Twister	GM
Awesome Strength	PS	Final Spear	OTECH	Minor Black Grunnel	HT	Serpent City	VT	Typhus	CM
Axes of Horleen	OTECH	Flame Thrower	OTECH	Minor Bold Ones	HC	Serpent Warriors	OT	Ultimate Battle	PS
Baath	OC	Flortian	GT	Minor Char Beast	HT	Shadowd Creature	HC	Ultimate Combat	PS
Bar Folk	AC	Flutter Twins	HC	Minor Raider	HC	She Terror	OT	Uncaring Fiend	HC
Battler	AV	Flyers of the Vortex	CC	Mist Dwellers	CC	She Who Watches	HT	Unicorn of Zen	GC
Beast of Temple Doom	CM	Forcen	HT	Mist Dwellers of Surn	GC	Shejun	HT	Universal Trooper	AT
Bengali	CC	Formulators	HT	Mistress of Horse	CC	Sheldra	OT	Utter Distraction	VT
Beserker	HT	Galaxy Lightning Corp	AC	Misty City	GM	Shield Man	HT	Vanhelephant	OTECH
Black Gambit One	VT	Gate Cruiser	AV	Mix Master	OTECH	Ship of Boris	AV	Victor's Wish	PS
Black Planet	VT	Gate Ship	AV	Modern Man	PS	Ship of the Ages	OTECH	Victory	PS
Bladed Couple	OC	Georgian Avian	CM	Mon Rider	AV	Ships of the Night	AV	Viking Gods	PS
Blaster	AT	Gigavolts	PS	Monarch Bat	CM	Shrieken	CM	Vortex Dish	AV
Blaze Goddess	OT	Glitz	PS	Monster Confusion	PS	Sigmund	AC	Vortex Quake	PS
Boon Companions	GC	Goblin	CM	Monster Friendship	GM	Silencers	AT	Vortex Walker	AV
Bright Speedster	AV	Gold Ice	PS	Monster Willow	CM	Simmer	GT	Warden's Castle	OC
Bringers of Light	OTECH	Good Prospects	VT	Moon Dance	GT	Simple Sphere	AV	Warrior's End	GM
Brothers to the Sword	AtC	Gorgat	CC	Morpheus Calls	VT	Sinder	AC	Warrior's Strength	GM
Bugle of the Vortex	OTECH	Green Dragon of Thuu	CM	Mountain Challenge	OTECH	Skull Ship	AV	Watcher	AtT
Can't Happen	GM	Grow-alt	CM	Mountain Monster	CM	Sky City of Zen	VT	Wax and Wane	PS
Candoon	CM	Gruug	CM	Mountain Protection	GM	Sky Mistress	GT	Weapons Masters	OT
Castle Rising	PS	Guardian of the Mists	AT	Mountain Support	OTECH	Sky Slasher	HT	Weapons of Semaj	OTECH
Castle Standish	VT	Hannibal's Labyrinth	VT	Mutating	PS	Sky Technician	AT	Weapons of Thor	OTECH
Cat Quickness	VT	Helios	OC	Nebula Cruiser	AV	Slave Freer	GT	Weapons of Yanny	OTECH
Centaurin	CM	Hera's Blade	GC	Nevik	AtT	Snake Minions	HC	Were-Lion	CM
Change for Good	VT	Himself	HC	New Arc	AV	Snow Cats	GC	White Grasp	VT
Changeling	VT	Honor's Hope	VT	New Growth	AtC	Solidity	VT	White Magic Vessel of Doos	OTECH
Char Dragon	CM	Horse Allies	GC	New Growth	PS	Spire	PS	White Rider	AT
Chargest	CC	Hyde	AT	New Life	PS	Spirit Gunner	AT	Winged Piercer	CM
Charta Harpy	CM	Ice Nightwing	PS	Night Lightning	PS	Star Warrior	AtT	Winged Warrior	OT
Chrome Jaws	AV	Illusion Maker	AtC	Night's Cloak	PS	Starship of Thang	OTECH	Wingling	OC
Claws of Victory	VT	Immuna	PS	Night's Teacher	AtT	Stone Dragon	CM	Winning	PS
Clear Reign	VT	Imps of Neff	HT	Nile's Gift	AtT	Strength Bonus	VT	Wolves of Garthank	AC
Cloak Master	GC	Ivory Ice	PS	Noah's Way	VT	Summoned Aggressor	HT	World Essence	GM
Corbin	GC	Ivory Lady	HC	Nomad	GT	Summoner	OTECH	Wren	OT
Crimson Force	PS	Jaded Couple	AtC	Not Again!	PS	Supplicant	OT	Wrestlers	OT
Crimson Ice	PS	Jump	VT	Not Likely	VT	Surge Protector	AtC	Xermies	GT
Crimson Spheres of Valor	OTECH	Just a Dragon	CM	Not Today	GM	Sword of Protection	GC	Zaben Tat	AT
Crimson Tide	PS	Just A Man	GT	Offering	VT	Swords Woman	OT	Zapper	GM
Dark Challenger	GC	Kai-Louw	GT	Olympus Beckons	PS	Tainted Merchant	AtT		
Dark Drifter	HT	Kargars	OT	Osiran Safety	GM	Tamer	VT		
Dark Lightning	VT	Kargon Ranger	AV	Painted Woman	AT	Tandelea	GC		
Dazzler	GT	Kingdom Breaker	HT	Path's Handmaiden	HT	Tanian	CC		
Dream Warriors	AtC	Knights of Time	OTECH	Peace Bringer	GM	Tareel	CM		
Death Mists	HC	Kufu's Blessing	GT	Peace Peak	GM	Tarn Women	GT		
Death Rider	AtT	Lady of Ice	AtT	Peaceful Intent	GM	Tarnish	OC		
Death Sentinel	CM	Land's Guardian	AtT	Peek Twins	OC	Task Master	AC		
Death Taster	OC	Last Bridge Holder	GT	Pistoleer	AT	Tav Mists	VT		
Death's Sister	HT	Last Defenders	AC	Power Blade Master	AC	Tellat	AC		
Del Sin	AT	Last Minotaur	CC	Power of the Mountain	PS	Terzan	HT		
Dinos of the Mount	AC	Laz Couple	AT	Powered Gateway	OTECH	Testing	PS		
Djin	AtT	Lesser Ebony Guardian	HT	Protected	GM	The Archer of Fletchen	GC		
Doom Suit	PS	Lesser Siren	HT	Protectors	HC	The Axer	GT		
Dragon Helper	OC	Leverler	GC	Quatzalatzan	CC	The Bladesman	GT		
Dragon Knight	AtC	Leviathan of Taz	AtC	Quest for Truth	CC	The Call	PS		
Dragon of the Veil	CM	Lifters	CC	Quick Star	GT	The Crimson Courser	CM		
Dragon Rage	CC	Light Bringers	AT	Quickbeam	AtT	The Dancing Pair	CC		
Dragon Rider	HT	Light of Day	VT	Quickening Mist	OTECH	The Enchanted Falls	GM		
Dragon Riders of Ott	CC	Light Storm	GM	Recovery	PS	The Fire Axeman	OT		
Dragon Slayer	GT	Light's Godling	HT	Red Blade	GT	The Friend	AtC		

GT: Gaean Troopers

GC: Gaean Companions

GM: Gaean Magic

OT: Osiran Troopers

OC: Osiran Companion

OTECH: Osiran Tech

CM: Chaos Monster

CC: Chaos Companion

AT: Asgard Trooper

AC: Asgard Companion

AV: Asgard Vehicle

AtT: Atlantean Trooper

AtC: Atlantean Companion

HT: Hyborian Trooper

HC: Hyborian Companion

PS: Power Surge

VT: Vortex Tactics

### LEGEND

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## STARSHIP MANUFACTURERS OF THE GUARDIANS

By Jeff Grubb

The universe of the **STAR OF GUARDIANS** is large and incredibly ancient. Its ships - warships and trade vessels - ply the robot-spun hyperspace lanes that link solar systems, societies, and governments. But who designs these starships, who builds these titans of the spaceways? There are a large number of manufacturers, but the most popular designs are confined to seven major ship-builders: Emperor Armaments, New Galaxy Technologies, Svendustries, the two Stein groups, Scott Design, and the Industrial Shogunate of Qo.

The physics of starship design have been entrenched for so long that they are considered among the basics of modern society, much like music, writing, or robotics. Radiation-spewing system engines are commonly used for interplanetary travel, while a powerful, computer-coordinated jumpdrive spans the stars. These jumpdrives access a hyper-dimension which allows the ships to move interstellar distances at non-relative speeds. This means that the time spent in transit is also the amount of time spent in the "real" universe. The jump points are located beyond the system's cometary cloud, so that starships use their system engines to reach a predetermined jump point, and enter the hyper-dimension there. The spacelanes between systems have been laid out ages ago by robotic surveying units, knitting the galaxy together into a unified fabric.

Navies regularly mix types and classes of ship, buying from a number of manufacturers. There are small shipyards which are swamped by orders from the local Warlords (or equally swamped by the demands of lasgun-wielding troops of these self-same Warlords), but the larger mercantiles and weapon-makers have multiple (and sometimes portable) yards, and have declared themselves neutral in conflicts between Warlords. The media lambastes the armament makers for selling death to all sides, but no system or local government wishes to be without the protective shields of those ships when an enemy comes to visit. As a result, the ship-builders maintain a perch that is both precarious and profitable.

**EMPEROR ARMAMENTS** - Company Motto: "Armorer to the King" - their mark is a double-headed axe beneath a crown.

One of the oldest and most traditional of the galactic shipyards, Emperor Armaments has supplied ships for the Blood Royal for centuries, and produces ships which are safe and secure, if a little blocky and stolid in appearance. Emperor ships are noted for their thick, protective armor, with the vital functions of the ship tucked along a central power spine.

One feature found in most Emperor ships is a Grand Assembly hall, usually located on the top-most deck, beneath clear plastisteel "skylights" which are covered with armor plating during combat. These Grand Assembly Halls have been used for troop addresses, royal fetes, several surrender ceremonies, and a few coronations. The Assembly Halls can stock a few hundred people (for the destroyers) to several thousand (the imposing confines of a command cruiser).

Emperor Armaments has thousands of shipyards scattered throughout the galactic disk, and in addition their ships make up the bulk of the Admiralty's fleets. Many Warlords purchase Emperor ships from their initial solar holdings, or by retrofitting ships which have been retired. Emperor ships are capable of surface landings in emergencies, but most spend their entire service in space.

Emperor is a mini-dynasty in its own right, the control of the family dating back to the days of the Black Earth. The family shares are tightly controlled, and most sector and regional managers are related, by blood or marriage, to the company's founders. As a result, members of Emperor Armaments tend to act as if they were the true protectors (and true heirs) of galactic peace. Emperor ship classes range from destroyers to fleet carriers, and are named after important historical and legendary figures of the Roman Empire.

During the Galactic Democratic Republic, when the Starfire Dynasty was no longer in favor, the company renamed itself after its founders, Harsch & Sakuta, and ships of the same design may be found, lacking the crown on its trademark.

### TYPICAL SHIPS OF EMPEROR ARMAMENTS

*Romulus Class Destroyer, Nero Class Destroyer, Gallienus Class Destroyer, Didius Julianus Class Light Cruiser, Galerius Class Command Cruiser, Remus Class Fleet Defender, Trajan Class Battleship, Tiberius Class Fleet Carrier*

**NEW GALAXY TECHNOLOGIES** - Company Motto: "New ships for a new galaxy".

Founded by a rebellious branch of the Emperor Manufacturing family at the time of the founding of Galactic Democratic Republic, New Galaxy has taking the solid engineering and design of the Emperor ships and launched an innovative line of deep space and exploratory craft.

New Galaxy ships favor curved hull construction and octagon-shaped command sections. They use outrigger-mounted engines, which were first developed by Emperor but brought to full implementation by its rival, Svendustries.

New Galaxy's early designs are clustered in the lighter ships - cruisers, destroyers, and an escort carrier. They heavily discounted their initial models, seizing a significant market share from their parent company. They have recently launched their first light carriers, command cruisers, and their largest ship, the monstrous Scipio Africanus Dreadnought, powered by four

outrigger-mounted systems engines.

Representatives of New Galaxy are accused by their competition (particular those of the Emperor line) of relying more on attitude than on real achievement in ship design. Indeed, members of New Galaxy Technologies tend to view any ship older than twenty years old as an amusing relic of a bygone age. However, they do continue Emperor Armament's custom of naming their models after legendary and historical figures in Roman history.

### TYPICAL NEW GALAXY TECHNOLOGY SHIPS

*Antiochus Class Destroyer, Florianus Class Destroyer, Carinius Class Light Cruiser, Julius Caesar Class Heavy Cruiser, Caligula Class Escort Carrier, Augustus Class Light Carrier, Septimus Severus Class Command Cruiser, Scipio Africanus Class Dreadnought.*

**SVENDUSTRIES** - Official Motto: "Safety through superior firepower."

Svendustries was founded on Sullivan IV, a cold planet with rich mineral resources but covered with huge glacial caps and wracked by eight-month winters. The initial holdings were along the equatorial highlands - a barren, windswept series of plateaus.

The harsh conditions of Sullivan IV had a lasting effect on both the company and the ships they produced. To this day, Svendustries thinks of itself as a "frontier" organization made up of hardy individuals making space safe for settlement and civilization. Even tenth-generation Svenies are filled to the brim with pride in their heritage and the obstacles which had to be surmounted to make the planet habitable and the company a success. ("Yeah, the richest loads were on the surface, but you had to chop through a quarter-mile of ice to reach it. And we **LIKED** it!") Now with shipyards throughout half the galaxy and agents selling throughout the other half, the company homeworld of Sullivan IV has taken on an almost-mythic quality. The company name is believed to be a corruption of Sullivan Industries, but this is unconfirmed.

The Svendustry starships are affected by the rugged nature of their origins. The ships tend to be large, utilitarian, and self-sufficient craft. The rivets show on the bulkheads, the hull armor tends to be thick, the portholes small, and the appearance hulking and efficient. (The ships verge on the ugly, but NEVER tend a Svenie this, unless you want an earful of lecture on the shortcomings of every other ship in current service.)

Svendustry ships had early problems with the stability of their engine reactor cores, which is why they have mounted their propulsion units on outriggers far from the main hull. This design problem has long-since been solved, but the engines remain out there, and can be jettisoned if the situation demands. On several occasions such jettisoned engines have been used as planetary bombs against extremely resistant outposts.

The Svendustry line carries the standard battleships, heavy cruisers, and destroyers, but they excel in the production of specialized attack and defense craft, and are the chief suppliers of missile cruisers and destroyer escorts in the known galaxy. They are also the most common supplier of torpedo gunboats, both their in-house designed Wotan class, and the Ceres class. The latter were originally commissioned to Stein, but their prototypes fell apart during high speed turns. Svendustries kept the name for the class as a reminder that they had bested the cheap, mass-



produced Steins. Normally Svendustry ships are named after mythological figures from Norse mythology.

Svendustries, more than any manufacturer, makes extensive use of missile technology to deal with opponents, though they are not above mounting any number of gun turrets, such that one wag (from another mercantile) noted, "Look for a blank spot and the Svens will put a gun mount there."

#### TYPICAL SVENDUSTRY SHIPS

*Wotan Class Torpedo Gunboat, Ceres Class Torpedo Gunboat (original design, Stein Orbital), Fofner Class Destroyer, Loki Class Destroyer Escort, Frey Class Destroyer Escort, Forseti Class Missile Cruiser, Fenris Class Missile Cruiser, Joerd Class Heavy Cruiser, Idun Class Fleet Defender, Heimdall Class Escort Carrier, Baldur Class Fast Light Carrier, Tyr Class Command Cruiser, Thor Class Battleship, Njoerd Class Fleet Protector, Aegir Class Task Force Carrier, Odin Class Dreadnought*

**STEIN ORBITAL** – Official Motto: "Built in space to fight in space." Unofficial Motto: "Crunch all you want, we'll make more."

Stein Orbital's parent company, Stein Enterprises, is a galaxy-spanning corporation with tendrils in everything from pharmaceuticals to entertainment to metal-punching. Operating in a free-wheeling, bottom-line-driven corporate style, different divisions of Stein are often in competition with themselves in the same markets, and infighting is common. This is encouraged by the corporate overlords, who profess an economic Darwinism in which only the strong should survive. It is little surprise that Stein has two competing spaceyard operations, with similar concepts of design and differing methods of delivery.

Stein Orbital arose out of asteroid colonies and high-orbit factories, where the need for planetary contact was minimal at best, and the ability to land on the surface not relevant. The Stein Orbital ships (also called lattice ships, trelis ships, and weaveships) are an open framework of interconnected passages, linking together large prefabricated elements for the engines, bridge, quarters, gun turrets, and launching bays. Stein Orbital ships are never intended to enter atmospheres, and doing so will void the manufacturer's warranty.

These open-framework ships appear half-finished and ineffective, but the huge amount of open frames provide a cost-effective method of protection. The latticework is easily repaired, and the important conduits and connections are protected by heavy shields and triple redundancies. As a result, a battle can take out two-fifths of a *Odysseus* Class battleship and the ship can still function normally.

While Stein Orbital makes effective battleships and a superior fleet support Ship, their stock in trade consists of destroyers, escort carriers, and cruisers. Indeed, given the modular nature of the ships, alternate configurations and personal modifications are common, such that the ship's original class may only be determined by checking its initial registry. Stein Orbital ships are named after Greek heroes and gods.

#### TYPICAL STEIN ORBITAL SHIPS

*Nemesis Class Destroyer, Hestia Class Destroyer, Chronos Class Light Cruiser, Hera Class Light Cruiser, Iapetus Class Light Cruiser, Demeter Class Light Cruiser, Hades Class Heavy Cruiser, Atlas Class Heavy Cruiser, Prometheus Class Escort Carrier, Triton Class Escort Carrier, Hyperion Class Escort Carrier, Poseidon Class Light Carrier, Odysseus Class Battleship, Achilles Class Battleship, Zeus Class Fleet*

#### Support Ship

**STEIN COMPARTMENTED** – Motto: "Instant factories, instant ships."

An intramural rival of Stein Orbital, and owned by the same parent company, Stein Compartmented follows a similar design concept to their cousins, but instead produce interlinked modules which may then be fitted together to form larger craft. These individual pieces are each wired and computerized, allowing the entire ship to function through multiple-redundancies, save for specialized sections such as the system engines.

Stein Compartmented has proven to be very popular with the Warlords in that once a contract is signed, they deliver the factory to the Warlord in the form of a modular satellite system placed in low orbit around the world of the Warlord's choice. Within two weeks of first arrival, the modular factory can turn out its first compartments. As a result, the ships may be produced in half the time (though at the same cost of resources).

Stein Compartmented agents tend to be quiet, efficient, and close-mouthed. They ask only questions which have a direct effect on their present contract, do not share confidences, and do not get involved in local politics (and all politics are local). They will be willing to pass on information only if it involves Stein Orbital, and then only if the information will harm Orbital and not be tracked back to Stein Compartmented.

Stein Compartmented ships, also called tincans or boneships, are generally deep-space craft, though they can weather atmospheric entry, and their frigates and light cruisers can make water landings. They are named after ancient Roman deities.

#### TYPICAL STEIN COMPARTMENTED SHIPS.

*Mercury Class Frigate, Rhea Class Light Cruiser, Minerva Class Missile Cruiser, Jupiter Class Heavy Cruiser, Vesta Class Fast Light Carrier, Neptune Class Light Carrier, Mars Class Battleship, Vulcan Class Dreadnought*

**SCOTT DESIGN SHIPS (SDS)** – Unofficial Motto: "If you've never seen one like it before, it's one of ours."

A small local operation which has turned its ships into a standard feature of intersystem life, Scott Design Ships originally built personalized spacecraft for the extremely wealthy - pleasure yachts, orbital spas, and luxury liners. When some of their clientele began asking for gun-mounts and missile hard points, SDS found an entire new market.

Scott Designs carries the artistic approach from its early business into its new endeavors.

Whereas most other major shipbuilders concentrate on a "look" for reasons of recognizability, dependability, or construction, Scott Design Ships are a grab-bag of different styles and construction techniques, ranging from the sweeping, stylish *Minotaurs* and *Grendels* to the almost-circular *Hellhound* frigate, whose system engines, mounted at the compass points around its hull, makes it a deviously fast and agile craft. All Scott Designs are atmospheric, though only the light cruisers, destroyers, and frigates can land.

Scott ships tend to reflect the taste of their owners, and can be modified inside and out to reflect their needs. Each ship is considered a unique item, verging on a work of art, and SDS designers are continually at work on new concepts. They are innovative, but as far as older compa-

nies are concerned, wild and undisciplined.

Scott ships rely more on their shields and electronic countermeasures than on a thick armored hide. Indeed, huge windows of clear plastisteel are common in many of the designs. SDS knows that these make excellent targets for attacking craft, and as such their best defenses are found covering these sites. The plastisteel is known to have withstood the impact of suicide Scimitar fighters, though there were cases of the entire window popping out of its frame after such impacts. This design flaw in the frame was quickly corrected.

SDS spacecraft are usually picked up by smaller Warlords, planetary governors, religious leaders, and economic moguls looking to impress their followers and/or competition. They find their way into larger navies as tribute from smaller Warlords or from early conquests. SDS has made its name in the lighter ships, but have proven successful with new designs in heavy cruisers and the gigantic *Chimera* class battleship. All SDS ships are named after legendary beasts of various mythoi.

#### COMMONLY-SIGHTED SCOTT DESIGN SHIPS

*Hellhound Class Frigate, Griffin Class Destroyer, Sphinx Class Destroyer, Minotaur Class Destroyer, Cyclops Class Destroyer, Typhon Class Destroyer, Unicorn Class Light Cruiser, Grendel Class Light Cruiser, Hydra Class Light Cruiser, Chimera Class Light Cruiser, Hippogriff Class Light Cruiser, Gorgon Class Heavy Cruiser, Basilisk Class Heavy Cruiser, Chimera Class Battleship*

**INDUSTRIAL SHOGUNATE OF QO** – Unofficial Motto: "The crossroads of Beauty and Strength" (from the company handbook).

An independent planetary system with treaties to a hundred Warlords, great and small, the Industrial Shogunate was founded on a world of shallow seas with a minimum of land. As they have expanded into the greater galaxy, the Industrial Shogunate has shown a preference to this type of water-world for its operations, as it provides a common unifying environment for their employees.

Most of the Shogunate's ship hulls are constructed under water using cold welding techniques and polymer bonding, then pumped clean and outfitted. This gives the Shogunate's craft a sleek, smooth appearance, but limits them to producing smaller ships. Though plans exist for a Shogunate battleship, it has not yet been implemented.

Qo ships are fully capable of entering atmospheres and making surface landings, and are extremely responsive to maneuver. They are popular among Warlords who have grown past the SDS phase of buying ships on style-points alone, but are not yet capable of affording the larger Emperor ships or those of Svendustries.

The Industrial Shogunate of Qo name their ship classes after important figures in Japanese history from before the days of the Black Earth. They have confined themselves so far to traditional classes of ships, but recently have launched their first Carrier, the *Dragon* Class. Stein Enterprises has supposedly made overtures to the Shogunate regarding a buy-out, but these overtures have been rebuffed.

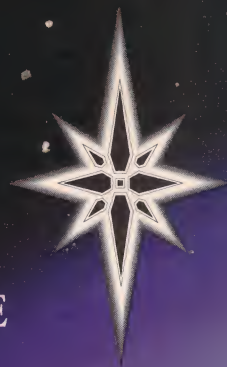
#### TYPICAL SHOGUNATE SHIPS

*Honda Tadatsugu Class Frigate, Date Masamune Class Destroyer, Oda Nobunaga Class Light Cruiser, Ii Naomasa Class Heavy Cruiser, Kuroda Nagamasa Class Heavy Cruiser, Tokugawa Ieyasu Class Escort Carrier, Dragon Class Light Carrier*



# STAR OF THE GUARDIANS™

COLLECTIBLE TRADING CARD GAME



Limited Edition available now!

Blue Border, 20,000 displays of boosters and decks printed.  
275 unique cards plus 10 player's aid cards in the collection.

Unlimited Edition due in October '95.  
Black Border, same mix as the Limited Edition.

First Expansion due in October '95.  
Blue Border, small run followed by a  
black bordered unlimited run.  
100 unique cards with a rules expansion.



**MAG FORCE** 7  
Inc

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Okay, let's get one thing straight up front. This article is a straight up infomercial. SCRVE was kind enough to give us a little magazine space to discuss our upcoming card game, and how could we say no? Why pass up a free chance to scatter some chum to you ravenous Great White Card Sharks? Heck, if Cher had been available, I'd be pushing hair products as well (at least to those of you who can stop playing card games long enough to bathe).

Since your time is valuable, I'll jump to the meat of the issue before us.

When you walk into your game store on May 5th and see **RAGE** on the counter, why should you choose to buy it? Why blow \$7.95 to try out another card game? What makes **RAGE** better than and different from the crowd of card games besieging your senses and your wallet? Well, I'll tell you why I think you'll find **RAGE** to be worth your time and interest. After all, I promised you an infomercial; and information thou shalt receive (and then at the end of the article, I'll pull out the snake oil).

First of all, **RAGE** is based on Werewolf: The Apocalypse, a storytelling game published by the folks like me here at White Wolf. For those of you who, in the midst of one of your weekly pilgrimages to your local game store, have never taken a look at Werewolf, I will now cram over 1 million printed words of cool background into one paragraph:

Since the dawn of human civilization, a race of werewolves called the Garou, have secretly been living amidst the human population, serving the great Earth spirit, Gaia, by managing her bountiful lands and protecting her from those who would do her harm. Unfortunately, history has been unkind to the Garou and their protectorate has fallen into disrepair. Set in the modern-day landscape of The World of Darkness, the Garou's story

unfolds in a world which is a dark reflection of our own. A great spiritual force called the Wyrms has become a means of corruption, infecting the soul of humanity, and infesting Gaia with spirits of entropy who strive to marshal humankind toward an ecological Armageddon. Gaia is ravaged by environmental disasters, and the spiritual world that is a reflection of Gaia's strength crumbles before the Garou mystics. A proud and savage race, the Garou have fallen to fighting among themselves as much as against the Wyrms, as each lays blame upon the other for the approaching Apocalypse. The 13 tribes of the Garou muster all of their spiritual powers and raw physical prowess to combat the Wyrms and forestall the Apocalypse. That having been said, I'll cut straight to the chase. To play **RAGE**, you first assemble a pack of Garou characters. The basic **RAGE** set includes over 80 different characters representing the thirteen surviving tribes of Garou, along with a few surprise characters. Each character in **RAGE** has a Renown level which basically describes their power level and their prestige in Garou society. Renown ranges from from 1 (wolfpups) to 10 (my wallet says 'bad mother...'). Before assembling decks to play, you and your opponents set the Renown level of the game. If you select a Renown 15 game, you then select 15 Renown of characters to assemble into a pack. You might choose five Renown 3 characters or two characters of Renown 10 and 5 or any other combo which totals 15; it's your choice. Then you build your decks (there's two of them - one combat and one called sept which includes all your equipment, spirit magic, etc.) around the mix of characters you've selected. For example, if you selected a pack of low Renown characters, you would want to mix plenty of pack action cards into your combat deck, to allow several of your small fries to gang up and attack your opponent's Renown 10 badass.

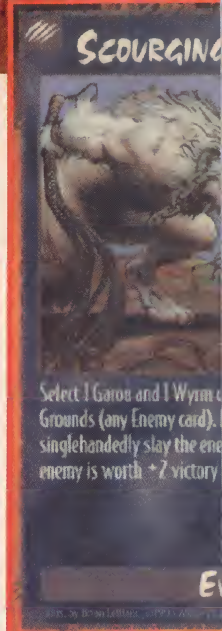
The Renown level of the game also sets the number of victory points you must accumulate to win, so the Renown level generally determines how long the game will last. Whether you want a quick fifteen-minute game or an all-night war involving dozens of characters, **RAGE** can accomodate you. In **RAGE** you accumulate victory points by either defeating your opponents' characters, slaying Wyrms creatures and other enemies, or fulfilling

the requirements on mission or social action cards.

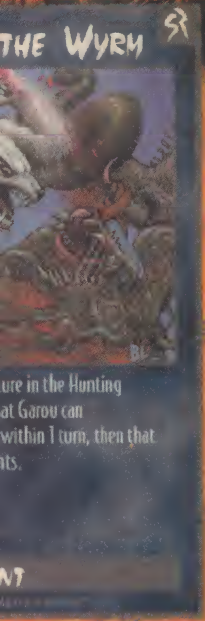
The Renown system provides the basic structure for starting and winning a game of **RAGE**, while keeping the game flexible. You can easily change characters in your pack each game, and also play

# RAGE

by Daniel Landers







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different Renown levels of games to try new combinations of characters in a pack. Maybe you want to try a pack of characters from one particular tribe, or a tribe based around one high Renown hero, or around characters who have lots of social power, or mystical potential. Since most characters have a special ability which they contribute to your pack, there's lots of room to experiment with which combinations of characters are the most beneficial to a particular strategy. For example, Grek Twice-Tongue is an eloquent speaker and provides you with a bonus during Moots (social actions voted on by all Garou in play). If you plan to win through political force, Grek would be a good pack member.

To tell you more about **RAGE**, I'd like to walk through some of our thought processes we had in designing the game. When we started the design work, we set out certain goals or maxims. For example, an obvious one was: "Make it hellaciously fun to play." Okay, how do we do that? Well, one idea was to "Make it fast." Magic and Jyhad are both fantastic

games, but multi-player games require a serious time investment from everyone involved: they play more slowly because only one player is acting at a time, while everyone else waits for the game play to go around the table and get back to them. We wanted **RAGE** to play quickly whether you're playing against one person or against four, so almost all of the action in **RAGE** is simultaneous. All players draw cards at the same time, all players lay out equipment and spirit magic cards at the same time, and so on as all the players go through the turn phases simultaneously. In terms of Magic play, it would be like everyone drawing at the same time, everyone untapping at the same time, etc. The concurrent action keeps everyone mentally and emotionally involved in the game 100% of the time they're playing.

**RAGE** also achieves faster play by allowing your resources to come into play earlier. In both Magic and Jyhad, there is an unfolding of your arsenal as you place mana or blood and bring your deck's resources to bear on your opponent. Much of the high level Magic strategy focuses on bringing out the mostest the fastest. **RAGE** has similar resource escalation features to its game play, but the game starts with more resources in play and the action ramps up faster. For example, all of your pack members start the game in play and ready to act. The strength of your pack increases when you get to flip your character cards over, as they transform into their half-man/half-wolf Crinos form (the **RAGE** character cards are two-sided, showing a character in their human or wolf Breed form and their Crinos battle form), when you begin to arm and enchant your pack with equipment and gifts of spiritual magic, and when you add Allies to your pack. Also, there is no resource limiting mechanism like Destiny points, blood points, or mana (there's also no counters or dice in the game, so you can leave your change in the piggy bank), instead the limiting factor of game escalation is simply the number of cards you draw. Each turn you get to draw and use up to five cards from your deck (drawing one card per turn is too slow for **RAGE**). In designing **RAGE**, we wanted to avoid the game deadlocks where you and an opponent are stuck drawing one card per turn, hoping for something to break the gridlock in your favor.

Another maxim of **RAGE** game design was: "Make it easy to learn." We don't design games for morons

at White Wolf; we expect our audience to be pretty bright upstairs. Nevertheless, the fun of games is in playing them, not learning them, so we kept **RAGE** simple. The rulebook has quick-start rules, so you can start playing as soon as you pop open your first deck.

Since we were dealing with werewolves, another maxim was: "Make it visceral." A slugfest between two Garou warriors should be more than just comparing attack and defense values; it should involve some meaningful strategic and tactical decision-making.

Also, we wanted the results of combat to be more involved than an instant check of whether you die or you don't. So a Combat Deck evolved, filled with Combat Action cards like Rend and Tear, Dodge, Block and Strike, Feint, Mangle, and many more gems to simulate the savage combat between Garou. What types of Combat Action cards a character can use depends upon her **RAGE** statistic. More powerful, higher Renown characters tend to have higher **RAGE** scores. In the end, we were very happy with the fast, exciting level of play that **RAGE** developed, and also with the wide variety of deck-building strategies which keeps the game interesting play after play.

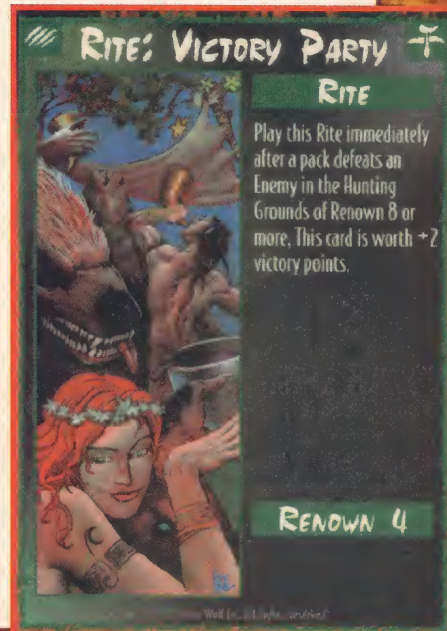
Now comes the bottle of snake oil I promised you. Before we at White Wolf embarked upon designing a card game, we wanted to be certain that we could produce a superior product. We didn't want to jump on the bandwagon of the new card-gaming genre just for some quick bucks; we sought to become a leader of the bandwagon by producing a game of quality that will endure and will be worth your money to collect and play. We ran demos for over 500 retailers, and the positive feedback from them tells us the game play is there. While game play is numero uno important, we didn't stop at that.

The cards for the **RAGE** set will feature security holograms to signify the limited set (a first for a card game), they'll be UV coated to give a nice premiere feel to your collection (also a first), and the artwork is the best stuff seen on game cards yet. Expansion sets are already coming your way in August and December after the game releases this May, so **RAGE** is going to continue to expand and grow. We're proud of the game, and hope you give it a try.

By the time you read this there should be a [alt.games.whitewolf.rage](http://alt.games.whitewolf.rage) internet forum if you want to chat with the design crew even before the release.



Ragabash Homid  
expert Monkeywrencher. Allies  
she or her pack face in  
considered +2 Rage.







## ⌘ Keith Parkinson ⌘

### HOW DID THE GUARDIANS PROJECT START?

Long ago and far away, a tiny voice in my car said..."how about coming up

with a totally new card game"...the voice on the phone was my friend, Mike Friedlander. I said, "no, you've lost your mind". Then I thought: "How hard can that be?", so I designed a game that weekend and sent it to Mike. He got a group together, tested it, liked the idea, and decided to go with it. This "easy" project was in its eighth incarnation when you got involved. I imagine that it's now in version 14 (we stopped keeping track after version 10).

**YOU SEEM TO HAVE MORE GRAY HAIRS THAN WHEN I FIRST MET YOU, CAN YOU EXPLAIN THAT?**

I am frequently called to pontificate on the advantages to having a gray hair or two. (I was never very good at math.) Each is a sign of wisdom acquired. When someone has gray hair they are automatically looked to for all the answers and...I better stop, I'm not wearing waders...

**HOW MUCH FREEDOM WERE YOU GIVEN BY FPG ON THIS PROJECT?**

Total freedom. I've never worked with any other Company that is so focused on doing the best product to the exclusion of all other factors, like how much it will cost, how long it will take, etc., etc. The goal was to do something that we would all take pride in.

**HOW DID YOU GO ABOUT PICKING ARTISTS TO WORK WITH?**

Since I lost my Ouija board and my kids won't give me back my Eight Ball, I was forced to choose people on their ability to do

good artwork. Mike had access to most of the artists in the fantasy art field. FPG, as most people know, publishes a large number of art cards. As a matter of fact, they were the first to publish art cards. Mike has good relationships with all of the artists he has worked with in the past, and this was an advantage when trying to talk big name artists into working on something they had never heard of. The first artist we agreed to ask was Mike Ploog, His background in developing characters and establishing a "look" was unparalleled. He has done a lot of work in major films (like Ghost Busters and The Thing), animation (anybody seen The Tick? Mike storyboards many of the episodes) and comics. When we began, I had a





# DIANS

WITNESSES

Luke Peterschmidt

NOTES



very specific 'look' in mind. Ploog picked it up immediately and ran with it. He and I worked on the game for a long time before anyone else got involved. He was doing most of the drawing and I was art directing. After four months, we started bringing in other artists, one by one. It was fun to see the project progress and grow, as new artists added their own touch. Now, to answer the question – we picked artists we liked, who were also great painters. It is as simple as that.

**HOW LONG DOES IT TAKE YOU TO DO A PAINTING FOR A CARD GAME?**

If I told you, I'd have to kill you. (Too many Tom Clancy 'books on tape'!)

**EVERY JOB HAS ITS GOOD & BAD MOMENTS, WHAT DO YOU ENJOY MOST ABOUT THIS PROJECT AND WHAT CAN BE KIND OF A DRAG?**

Paperwork is a bummer for whatever reason you're stuck doing it. As with any big project, there's bound to be some and there has been a little with Guardians. I think, considering the size of the project though, it's a very small amount. Mostly, that's due to FPG and the amount of freedom they gave us. Everything else has been a blast to work on. The part I enjoyed the most was inventing new things.

**GUARDIANS ISN'T ALL SERIOUS OR ANYTHING IS IT?**

On no, we took some time to make fun of society's frailties. Not to say that the game is overly goofy, but it certainly has its politically incorrect edge. I hope that the players take the game at face value. This game does have Knights who will leave combat for beer, Dragons that will leave combat for damsels, Lawyers who will convince you that you've lost even if you haven't, etc... Lesson to learn; never give an artist a platform to tell you what he thinks, you'll be there all day.

**DO YOU REALIZE HOW MUCH OF THE OJ COVERAGE WE'VE MISSED WHILE WORKING ON THE GAME?**

Is he playing football again?

**FINAL THOUGHTS ON THE GUARDIAN PROJECT?**

This project has been such a breath of fresh air for me. Normally I don't have the freedom in my work to create my own world like this, and I loved every minute of it. I also realized that when I was working for TSR it was the game designers that were having all the fun! The only set rule we had was that the game was fun. Judging by the feeling I get when I squash my opponents like grapes and make them whine, I think that we reached our goal.







that there be no useless cards.

The next focus was that the game had to be not only playable, but enjoyable with only a starter deck. There seems to be a trend toward putting out games that require boosters to play the game with any amount of strategy. I wanted to make sure that that didn't happen with Guardians. Boosters will add new strategic elements to your game, but the game is enjoyable without them.

The last major goal I had was total deck freedom. I didn't want to ever say to players that they could only have a limited number of any one card in their deck. This was accomplished by a number of checks and balances in the game mechanics. Maybe some day in the future we will have to issue deck limiting tournament rules, but I hope not.

The two games I tried to keep in my head when working on Guardians were the old card game favorite Hearts (for its simplicity) and Chess (for its spatial aspect and endless tactical options). I wanted the game to have not only a strong strategic element (deck construction), but also a very chess-like spatial tactical element.

**WHERE DO YOU SEE THE CCG GAME MARKET GOING?**

Interesting question. By the nature of a collectible

## ◆ Luke Peterschmidt ◆

**HOW DID YOU GET INVOLVED IN THE GUARDIANS PROJECT?**

One day a good friend of mine, Brett Stoner, asked me if I could sit in on a Guardian playtest group because someone else couldn't make it. After the playtest session, I typed up 4 or 5 pages of notes. The next day I gave Keith a call and asked to meet with him to go over my suggestions, he agreed, and it just took off from there. I never would have guessed that within 2 months I would be signing a contract with FPG (and getting a complimentary roll of 1-ply bathroom tissue from Keith).

**WHAT WERE YOUR GOALS ONCE YOU GOT INVOLVED?**

My main focus was streamlining Keith's ideas. For instance, the game was being playtested as a four-player game. I suggested moving to a two-player game. I guessed that because of the unique structure of Guardians, if the two-player game would work, the multi-player game would almost take care of itself – which it did.

Another focus I had was card rarity. As a designer I feel it is fair to use rarity in game balance to a point, but I don't think any one card should just be better than any other card simply because the better one is rare (who would ever use the common one?). I wanted to make sure that EVERY card in the game had its place in a winning deck. Keith and I agreed that it is essential





card game, you really can't have that many big players in the market at one time.

I think that, after Guardians, people will have higher production expectations for CCG's. It is easy to make quick money in this field, but those companies won't be around in a year. I think that only the companies who put time, effort, and money into producing a card game will be around for the long haul. If I didn't believe that FPG is a Company like that, I would still be a chemist today. I have a strong feeling that Guardians has the highest production cost of any CCG to date. We were given an open budget for production of this game and, as you can see by the cards, the money did not go to waste.

One way to spot a "quick money" company is take a look at the game's support and pricing. There is a game out now that charges \$3.25 for a 10-card booster pack! Also, if you notice that one company seems to be putting out a lot of CCG's, you can be pretty sure that they are not serious about supporting any one of them. From what I understand, WotC, (a company for which I have great respect), has a large number of CCG licenses but have been slow in putting out too many new collectible games - a very smart move. Why compete with yourself?

#### WHY DO YOU THINK THE COMMUNIST EXPERIMENT IN THE USSR FAILED?

Largely due to the expanding middle class which was directly in conflict to the prevailing theory of class struggle. This, combined with overtly high military spending in the West and a real lack of fast food in the East were the main factors in the twilight of the Russian experiment. The poor transportation routes also caused wheat to spoil on the way to market (from the collective farms) before it could be made into cereal - my favorite of which is CoCoa Krunchies - not the expensive kind - but the cheap generic kind that not only turns your milk chocolatey, but permanently disfigures the bowl.

#### HOW LONG HAVE YOU BEEN DESIGNING?

I completed my first full roleplaying system when I was 13. I still use a revised version of it. Ever since then, I've added my own rules to every game I play: an event deck to Axis and Allies, special miniature rules for GW games, poker variants, add a rule here, take out a rule there, etc... Modifying existing games can really add some "zip" to games that you feel you've played to death.

#### WHAT ARE YOUR THOUGHTS ON THE "AFTER-MARKET"?

I try not to think about it. I believe game designers/developers shouldn't concern themselves with the theoretical dollar value of card, just if it works well in the game.

#### WHAT DO YOU THINK ABOUT CHIPPING IN AND BUYING SOME "INSTA-TAN" PILLS TO GET RID OF OUR PALE SKIN?

Hey, if you would stop putting up cardboard on all the windows, maybe we wouldn't have that problem! But Noooooo, someone doesn't want any glare while they are working on their painting -



wimp! When I was a kid we all painted with glare, we were lucky we had glare, and did you ever hear one of us complain?...

#### EXPLAIN THE "PLAYTESTERS CARD".

One day we received a piece of art which we liked, but it didn't fit the description of the card. So we decided to create a new creature. At the same time we had 4 different playtest groups in the Lancaster area that we wanted to do something special for. We were already planning on having them all get together for a playtesters Guardians tournament. So since we don't have a name for the new creature, we are going to name it after whoever wins the tournament.

My only lament about it is that we have many more playtest groups up in the Pittsburgh area and several others scattered across the country. I wish they all could participate, but it just isn't possible.

#### NOW THAT GUARDIANS IS PRETTY MUCH DESIGNED, WHAT ARE YOU WORKING ON?

I'm working on the first expansion which should be really spectacular. It will focus heavily on multi-player games and two new types of cards which will form a new sub-deck, allowing for more advanced game play. Simultaneously, I'm working on getting our online support ready, as well as doing a multi-media project and working on the Guardians Newsletter.

#### FINAL THOUGHTS?

This project has really been a fantastic learning experience for me. I look forward to doing much more designing in the True Past.



# JADE, FIRE, & CHROME

## Jesper Myrfors' Graphic Design of Shadowfist

by Robin D. Laws

During the short history of trading card games, it has become customary for game designers to promote their products by presenting their designers notes to the public. However, those of us who struggle with game dynamics and card balance aren't the only ones putting heavy-duty thought into the form. Graphic designers and art directors are the unsung heroes of trading card games. They not only take on the delicate task of matching the right art assignments to the right illustrators, but they also work hard to create card designs which highlight those illustrations without detracting from them. A skilled graphic designer is like a special effects expert in a high-tech movie; if you're noticing his work, he's not doing his job.

Well, those of us working on the upcoming game *Shadowfist* (street date June 15th) certainly don't want our graphic designer/art director toiling in the shadows, especially since we're lucky enough to have the leading talent in the industry, Jesper Myrfors, as our commandant of eye candy. Recently, I gave Jesper a phone call in order to coax him into the limelight.

Jesper is a graduate of Cornish College of the Arts in Seattle, (the Alma Mater of many of the stars of the trading card game illustration world). He was the original art director and graphic designer for *Magic: The Gathering* – truly a pioneer in the field. Jesper's tenure as art director for Wizards of the Coast, encompasses the core game itself *Magic: TG*™, as well as the *Arabian Nights*™ and *Antiquities*™ expansions. Jesper left the position halfway through

his art direction duties on *The Dark*. Of course, subsequent expansions still use Jesper's original card designs. For this work, Jesper won the 1993 Origins Award for Best Boardgame Graphic Design. He also designed the card fronts for WotC's popular game *Jyhad*. So, if you're a collectible card game fan and don't know Jesper's work, chances are you've already spent hours looking at it.

Jesper left WotC in March of 1994 to pursue a freelance career. In addition to his work on *Shadowfist*, Jesper does regular work with Pagan Publishing, a Seattle company which produces an innovative line of products.

I began by asking Jesper how he first approached the *Shadowfist* card designs. There are, after all, only so many ways of arranging the standard elements you need in a collectible game card: the illustration, the text box, various numbers required by the game, and so on.

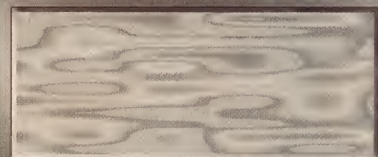
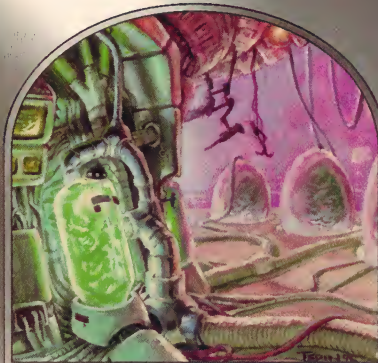
"I should probably go back to how I did *Magic*. It's been a progression. The look of *Magic*™ was invented by looking at other games, not necessarily card games, but other games. I'm a big fan of Games Workshop games and have played *Talisman* a lot. The *Talisman*™ cards had the image on top, and then the text underneath. A lot of other games are also designed like that; it's the standard gaming card. I think the reason it is the standard gaming



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card design is because it works. It gives you a place to look for the visual and a place to look for the text. I also didn't want to create something totally alien, because the whole idea of Magic™ was new, and a lot of people are afraid of new things. So I used the comfort of a traditional card design, and then I tried to make it look new. The power of the computers that were state of the art when we did Magic™ gave me a lot of freedom. The original Magic™ card designs were done using colored pencils and paint and that's what I used until we got a Mac with Photoshop on it.

"The main thing I wanted to do was set up a visual language so that people knew what they were holding before they had even read the card, and I think I've really accomplished that with **Shadowfist**. With Magic™, it was mostly the colors and motifs, where the textures and colors related to what type of magic it was. For instance, the green magic, which is nature magic, has a wooden text window and a blurred-out foliage background. In Jyhad™, I tried to find the different clans and find things that were unique to them to use in the design. On Jyhad™ I broke away from the device that every card had to have the same layout, so that people would be able to tell the difference between having a character card, and having another type of card.

"With **Shadowfist**, what I've done is taken it a step further, and made it so that you can see what kind of card it is by looking at the card layout and window; so it's the next step beyond Jyhad.

"Also, eight percent of males for some reason are color blind. The reason there are so many different textures and patterns on the cards is so even some-

one who is color blind can tell the difference between the cards without having to use color as a cue."

I asked Jesper to get specific about his choices for the individual card suits in **Shadowfist**. In this case, they correspond to various groups fighting each other in the secret war that forms the basis for the game's wild cinematic action. As we talked, it became clear that Jesper had really done his research on this project, giving himself a crash course in the symbology of color in Chinese art.

"I did exhaustive research. I did not know that much about Chinese art or design before this. I'd been based pretty solidly in Western style. One of the great things about this project was learning all of this new stuff. I do not claim to be an expert and I'm sure mistakes were made. I just tried to not insult somebody's culture. I get really annoyed when people put horns on Viking helmets, for example, and it's that kind of ignorance I've been trying to avoid - I started with one of my personal favorites of Jesper's designs, the cards for the Eaters of the Lotus. They're the sinister sorcerers from ancient China who have the Emperor in their thrall and subject the people to a reign of terror.

"That was the second hardest one to design, because I could not come up with an idea for it. I tried so many roughs on the computer and nothing clicked. I'd read somewhere in my research that black was the color of the dynasty yet to come. I always saw the Eaters of the Lotus as having played behind the scenes until such time as they could set up their own world empire. So I viewed them as the dynasty yet to come; or that's how I viewed them viewing themselves. But you can't have just a black card; it looks boring, and I didn't want to have a black card that looked like a black Magic™ card. I put blue in it, first of all, to give it some color and contrast. Then I gave it a



Illus. © 1995 Melissa Benson





Illus. © 1995 Anthony Waters

wavy, watery look. The text window is actually a skull which I laid flat on the scanner, scanned a section of and cropped and rubber-stamped around."

Then we have the Dragons, the movie-star heroes from across the timeline, who are always ready to fight an underdog battle, for truth, justice, and superior fashion sense.

"That was the hardest one to do. Red is the color of good fortune in China, weddings are done in red, good decrees and calling cards are red. The Dragons are the good guys, so I thought red would be a good color for them. At first I had orange flames and it looked okay, but it was



Illus. © 1995 Jesper Myrfor

really busy and the art didn't sit in it very well.

I just couldn't think of anything else to do with the red. I tried a deeper red, and it looked awful! Then I tried just a blotchy red-black mix for the card background, and used the flame in the text window and it worked beautifully. It plays really well off of the Eaters of the Lotus and the Guiding Hand and all the others, so it's a darker red than would normally be used, but it functions." Jesper's **Shadowfist** designs work for me because they feel alive and active, giving us that action movie feel, without taking away from the illustrations which are central to each card.

"It's a tricky balance, and I've noticed that a lot of the companies with games on the market think that all they do is make a card and slap a random texture down. That's not how it's done and it shows. It's hurting a lot of the new products that are out there."

Jesper feels that the design for the Ascended cards is about as far as you can push the card background itself. The Ascended are the secret masters of the modern world, a shadowy cabal of animals in human form who control police forces, armies and the media. In accordance with their bizarre ancestry, the text box is a bed of peacock feathers.

"I wanted to give them biological, animal-like patterns. Yellow is the Imperial color of China, the color of the ruling house. Only the king, his direct family and heirs were allowed to wear yellow. Yellow, therefore, was a natural for the rulers of the modern world."

The Guiding Hand are a strict sect of martial arts monks who hail from the 1850s; their goal is to demolish decadent Western society and replace it with a quiet, Confucian world of respect for elders and ancient authority.

"For the Guiding Hand, I chose jade. There are something like a hundred and seventy eight different types of jade. They range in color from blue to green. Jade is viewed as the physical manifestation of perfection." Jesper grabs one of his many reference texts and throws out a quote: 'It is held as all that is supremely excellent and of the perfection of human virtue.' I've also read that it is the color of immortality. It has a long history. It seems to me that that really said, 'Hand', of all the colors. The Hand is the simplest of all of the cards: a dark jade color for the background, and a light jade color for the text box. It's very, very simple."

Then we move on to the Architects of the Flesh. This is the dictatorial world government of the future which uses a scientifically twisted version of magic called arcanowave technology to create monstrous super-soldiers and cyborgs.



Illus. © 1995 Heather Hudson

"That was a bit of serendipity: white is the color of death. It's not, as I found, out, just white, but the white of polished metal. The Architects are polished metal, that is their look: anti-septic, cold, sterile. . . It offsets nicely with the grotesque biological creations they have. So the background color of the Architects is a white, polished metal. White is also the color of the occult. That's why white animals are given extra significance, as in the white monkey, white tiger and so on. Since the Architects' technology is based on the occult, I thought it was appropriate. The text window is a weird genetic soup motif. It is also a very simple card, which offsets the horror of what they're up to."

The nemesis of the Architects is one of the minor groups in the **Shadowfist** core card set, the Jammers. Jesper's design for these guys is another of my favorites.

"The Jammers are basically a low-tech corruption of the design on the Architects card. The Jammers are pretty much at the mercy of what they can scrounge off the Architects. Most of their equipment is secondhand, and a little beat up, and probably not the latest model. They are probably still using Beta. Their card background is actually gray concrete with pipes running through it, and their text window is a banged-up and beat-up version of what the Architects have. There are rivets in the corner holding the text box on - otherwise it would fall off."

The other minor group is the Four Monarchs, a quartet of magical siblings who used to rule the world,



siblings who used to rule the world, until their version of reality was erased from history. They now dwell in the strange dimension known as the Netherworld. Hints of them appear in the main set, but they're waiting until September's Netherworld expansion to appear in force.

"The Four Monarchs were really tricky: in Chinese culture - and this is a gross generalization most likely, remember that much of this is very surface - things usually come in fives. There are five poisons, five viscera, five dynasties, five colors. I'd run out of colors: technically there are eight suits in **Shadowfist**.

"The Four Monarchs seem to base themselves very much on Western cultures. Not necessarily Western European - it goes all the way to Inuit. So I chose a Western royal color, and found out later that it was also used in the Chinese court for grandsons. But I had looked at it purely from the western perspective, to be honest. It actually turned out to be one of my favorite borders and designs; I think it's one of the most elegant looking."

Finally there are some Neutral cards, which belong to no particular suit.

"I just tried to find a neutral color that wasn't gray. Gray had already been taken, and I wanted something just a little more vibrant, so I picked a sort of buff flesh tone, which is actually parchment with a rough, handmade paper-type text window."

Daniel Gelon designed the sym-



Illus © 1995 Bryon Wackwitz

bols for the various groups. In some cases they appear not only on the card backgrounds to provide costs and resources for the cards in play, but within the illustrations themselves as visual cues.

One interesting challenge of the **Shadowfist** design was the need to ensure a cohesive look while still granting the illustrators the freedom of inspiration necessary to turn out top-drawer work. There's a narrative continuity behind the world of **Shadowfist** that we wanted to present through the card art. To make sure this happened, Jesper assigned production design work as well as the card illustrations themselves.

"For instance, on the Architects of the Flesh, if you want a consistent look when it comes to police uniforms, the artists needed to have a common thing to work from. There's a lot of leeway with the tech, the arcanowave devices, but I wanted their basic uniforms to be the same. The Architect uniforms were designed by Brian Snoddy, the same artist who did the flying kick woman who appears in the early ads - he does brilliant work."

Graphic design is only half of the recipe for a gorgeous-looking card set. The job of art director, of contacting artists and finding the pieces they'll be excited to work on, is also crucial.

"I'm an illustrator first, and I just became an art director through happenstance. I thought a lot of the ways art directors worked were unnecessary: they just created more work for themselves. If you give an artist something they're excited about and want to do, they'll do a better job, and they'll be more excited about the project in general. As opposed to just calling someone up and saying, 'here, this is what you're doing' I want it done. Different artists have different preferences. For instance, most artists aren't interested in tech stuff; they'd rather do the fantasy stuff and the monsters. I have a few artists, like Brian Snoddy and Michael Trapp, who just love doing tech and are really good at it. In fact, they prefer it. It's sort of a Jack Sprat situation. I let the artists determine what their strengths are 99% of the time. There are times when somebody is perfect for the job, and they get it, then I'll call up and kinda browbeat them into it, but that's rare, and usually it's something I know they'd want to do anyway."

Enthusiasm is an elusive quantity, one that the art director needs to feel himself so that he can communicate that feeling to freelancers.

"To tell you the truth, I have never been this excited about a project. I was really excited about Magic, but it was a learning experience. I didn't really know what I was doing. I had to learn to use the computers and everything; I really got good at using the software on that project. Now I'm viewing **Shadowfist**



as a time to really use what I've learned. Just for myself, after I left Wizards of the Coast, I spent months learning to use new techniques on the computer. In fact, I think I learned more after I left the Company than I did while I was there. I got all of my experimentation out of the way after I left, so I can use it on **Shadowfist**."

It's clear that Jesper has communicated this sense of enthusiasm to the artists: "The artists are really excited about **Shadowfist**, too. The project is being developed by people who really care about it, and it shows."

*Robin D. Laws is the creator of the Shadowfist world and co-designer of the collectible card game.*

*He is also the designer of the Cut-Ups Project expansion for On The Edge and many other prod-*



Illus. © 1995 Rob Alexander



# HYBORIAN -GATES-



Hyborian Gates is CARDZ Distribution's first entry into the collectible card game market. It features images by well-known fantasy artists, Julie Bell and Boris Vallejo, and unique computer graphics. A starter deck will contain enough cards for two to play, plus rules and a game board.

In Hyborian Gates, players pit magic against technology, vehicles against monsters, or any combination of powers to battle for control of six dimensions: Gaea, Osirian, Chaos, Asgard, Atlantis, and Hyboria. The goal of the game is to control the most Dimensions. How many Dimensions a player needs to control in order to win is dependent on how many are playing the game (two or more can play). Card types, which increase in power while decreasing in quantity, are Common, Uncommon, Rare and Ultra Rare.

Players use Gate cards along with multi-dimensional pyramids to create Pyramid Complexes. The Pyramid Complexes are gateways which enable players to transport their cards into one of the six Dimensions. When two players enter the same Dimension, they engage in a battle to determine who gets to control that Dimension. Troopers and Monsters are the primary characters of the game, and they lead the battles. However, Companion, Magic, Tech and Vehicle cards can be attached to the Trooper and Monster cards to make them more powerful.

Troopers and Monsters have attack and defense numbers. These numbers are compared in order to determine the victor in each battle. Attached cards often have numbers that can be added to the Trooper or Monster to increase their ability to attack or defend. Sometimes these attached cards will assist a player by strengthening the Trooper or Monster, and other times they will assist by weakening the opponent's Trooper or Monster. Vortex Tactic cards and Power Surge cards are used to affect the course of a battle. Vortex Tactic cards will change the direction of the battle. Power Surge cards represent powerful events in the universe. The fun part of playing Hyborian Gates is that players can collect cards and develop specialized decks, where their cards will work together in the most powerful and efficient combinations possible.

Icons printed on the cards' upper left-hand corners indicate bonuses when attacking or defending. Hyborian Gates includes these subsets:

- 🔱 **Tactics cards** – change conditions in the battle to destroy an opponent's Pyramid complex, or to take over a dimension.
- 🔱 **Companion cards** – whose numbers can be added to the Trooper's basic number during a battle. These cards are only played

with Troopers originating from the same dimension (excluding special circumstances).

🔱 **Gate cards** – represent gateways between dimensions. Each Gate card's color indicates the dimension to which it is directly linked.

🔱 **Monster cards** – are perfect for protecting home gates and captured dimensions.

🔱 **Power Surge cards** – simulate powerful universal (cosmic?) events.

Special effects printed on the cardfront, instantly go into effect when read by the player.

🔱 **Pyramids** – are special fold-up counters included in Starter and Booster packs. Played with the gate cards, they activate the pyramid complex.

🔱 **Trooper cards** – represent warriors with special powers who command players' forces. Their attack and defense numbers are the base to which attached cards' power are added.

The 450-card set will ship to distributors and retailers throughout the United States and Canada in May. The 110-card starter-packs allow two players to compete and include comprehensive rules. They have a suggested retail price of \$9.95 each.

Players can enhance sets with 15-card, foil-wrapped booster packs for \$2.50 each. 1,000 booster packs containing 15 Ultra Rare cards will be randomly distributed.







**COMING SUMMER '95!**

**A**ncient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

The **HYBORIAN GATES** card game brings this fantastic collection of art to life.

Players collect and create special decks which pit magic against technology, or vehicles against monsters, or any combination of powers unique to the six races included in the starter sets. Controlling powerful vortex gates, players project heroes, monsters and troopers to battle for control of parallel universes.

Infinitely expandable, **HYBORIAN GATES** is the new generation in collectible card games.

**Meet the artists of  
HYBORIAN GATES,  
Boris Vallejo and Julie Bell,  
at GEN CON® Game Fair.**



*Julie Bell and Boris Vallejo*



# ULTIMATE COMBAT!

## The explosive martial arts trading card game!

Collect over 250 visually stunning cards of this action-packed game. Use the awesome moves of karate, judo, jujitsu, taekwondo, wrestling, boxing — enhanced by psychic powers, talismans, weapons and armor. Look for the limited first edition cards at a store near you. They will knock you out!

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ULTIMATE COMBAT. Now you can become the undefeated master of the martial arts!





# The Personalities of Ultimate Combat

by Dave Long

Many people have asked our staff, at the GAMA Convention in New Orleans, on the telephone, or on email, whether we used professional models for the photography of the **Ultimate Combat!** cards, or whether we used real martial artists. In fact, we have used no professional models at all—each of the fighters on every one of the **Ultimate Combat!** cards is a real competitor in one or more of the arts included in our game. Each of these models is a repeat United States National Champion in either Judo or Taekwondo—except for Mr. Uchida, who retired from competition before U. S. National Championships were held.

## **WISDOM – GOLD BELT DOUBLE FOUNDATION CARD**

This card combines two of the most famous American judo personalities of all time. Mike Swain, kneeling in the foreground, is the only American man ever to win the World Judo Championship. He is also a four time Olympian (1980, 1984, 1988, and 1992) and has been selected as the U.S. Olympic Judo Coach for 1996. Mike is a two-time silver medalist in the World Championships and the winner of a bronze medal in the 1988 Olympics, as well as having been the first American to ever win four consecutive National Collegiate titles. He is a three-time Pan American gold medalist, and a seven-time U. S. Senior National Champion. Mike is married to Chie (Ishii), a member of the 1992 Brazilian Olympic Judo Team.

Mike says that the most unforgettable moment in his judo career was standing on the podium in

Germany, at the World Championships, watching the Stars and Stripes rise while hearing the Star Spangled Banner echo through the tournament hall.

Hovering over Michael's shoulder is Yosh Uchida, the coach of the first U. S. Olympic Team in 1964. Uchida-sensei was the founder of the San Jose State Judo program in 1940, though he left for a stint in one of the infamous concentration camps, which he then left to join the U.S. Army. He returned to San Jose and the SJS Judo team after the war and went on

to become a co-founder of the United States Judo Black Belt Federation, the first national governing body of Judo in the United States. His San Jose State Judo teams have won 30 out of 34 National Collegiate Judo Championships — a record unmatched by any coach in any sport in the world.

Uchida-sensei told us that he is most proud of having helped Judo move from an unknown and misunderstood "martial art" to become an Olympic sport, and of having helped thousands of young men and women become better and more productive members of society as the result of their participation in Judo.

## **VALERIE'S SIDESTEP – GOLD BELT ACTION CARD**

Valerie Long competed in the U. S. Taekwondo National Championships four times. In the first match, of her first tournament, she knocked her opponent unconscious with a reverse punch to the jaw. Unfortunately, in Taekwondo competition, punches to the face are illegal, and Valerie was dis-



ULTIMATE  
COMBAT!



qualified from the tournament.

Over the next three years she won three consecutive National Championships, never losing a match, and was named to the U.S. International Team all three years. As an international competitor she won a Gold Medal in the Pan American Championships and two Bronze Medals in the World Championships. She was also selected by the U.S. Olympic Committee's Olympian Magazine as Taekwondo Athlete of the Year. Valerie's trademark in those three years of domination was that no one could hit her. The strongest attacks of her opponents would connect with only air—as she repeatedly sidestepped her way to the Gold Medal.

### **JUMP HOOK KICK – GOLD BELT TECHNIQUE CARD**

Jay Warwick is a 5th degree black belt who started Taekwondo at age 7. Jay won the U.S. National Taekwondo Championships 8 times, and was selected to the United States International team an astonishing ten years in a row. During those ten years he twice won the Gold Medal in the Pan American Games, and captured two Silver Medals and four Bronze medals in the World Championships or World Cup.

He has been a member of the U.S. National Coaching Staff since 1989, and has coached at five Olympic Festivals, the Pan American Championships, the Pan American Games and the Goodwill Games.

His students have won over 20 National Championships in the past five years, and he has served as a member of the U.S. Taekwondo Executive Committee since 1984. In addition, he served for eight years as an Athlete Representative to the U.S. Olympic Committee.

Jay told us that he felt he was most proud of having qualified for the U.S. International Team 10 years in a row; showing an incredible consistency as an absolutely top quality athlete.

### **CONDITIONING – BASIC FOUNDATION CARD**

James Thompson is a two-time National Collegiate Judo Champion and a three-time member of the U.S. International Judo Team. James is also renowned for national and international work in encouraging children and young adults to stay away from drugs and achieve educational and athletic goals.

He has performed his "trademark" Rope Jump and Strength Act (including jumping rope with three people hanging on his shoulders and back) at the White House for both

former President, George Bush, and current President, Bill Clinton. James has been a feature performer on the Arsenio Hall Show, the David Letterman Show, and the Today Show.

He is the 1994 Recipient of the Dr. Martin Luther King Jr. Association "Good Neighbor Award", and recently toured the Far East with an anti-drug use campaign. James is truly the epitome of outstanding conditioning, a perfect model for the card on which he appears.



### **MANTRA OF POWER – WHITE BELT ACTION CARD**

Keith Nakasone, featured on the Mantra of Power card, is another of the greatest competitors in the history of American Judo.

As a freshman, Keith won back-to-back national titles in the U.S. National Collegiate and Senior National Championships within weeks of each other. He went on to win a total of three National Collegiate Championships and five

U.S. Senior National Championships over the next six years, dominating the lightweight division as no one had ever done before. Keith's grappling techniques were so powerful that he often defeated the same opponent with the same technique three or four years in a row.

Keith won a Gold Medal in the 1979 Pan American Games and was selected to the 1980 Olympic Team. He was a favorite to become the first American ever to win an Olympic medal in the lightweight division, but unfortunately was unable to compete in the Moscow Olympic Games due to the American boycott.

Since retiring from competition, Keith has shown himself to be one of the most intuitive and analytical American Judo coaches ever, and is a great resource for any athlete truly dedicated to achieving the pinnacle of success.

### **??? – GOLD BELT ACTION CARD**

Ultimate Games has announced the first **Ultimate Combat!** World Championships scheduled for April of 1996, to commemorate the first anniversary of the release of the Limited Edition of **Ultimate Combat!**

The reason that the name of this card is undetermined at this time is that we haven't picked it yet—it is reserved for the winner of that first World Championships.

Whoever he or she is will be pictured on an action card (for those of you who haven't yet played **Ultimate Combat!**, the action cards are often of a psychic flavor) that will be included in the first expansion set to be released following the World Championships. All costs and expenses involved in bringing the winner to San Jose for the required photo shoot will also, of course, be paid for by Ultimate Games.

In addition to being selected to appear on this card, the winner will receive a cash prize of \$25,000 (not in cards, stamps, or vouchers—cash). Second prize will be \$15,000, and third prize will be \$10,000. But who cares about the money...the important prize is getting to be on the card.

Each of the fighters on the **Ultimate Combat!** cards, both those mentioned in this article and those who aren't—hey, we couldn't take over this whole issue of Scrye—can be contacted by directing correspondence to Ultimate Games, 1665 Willow Street, San Jose, CA 95125. For autographs on cards, please confirm in advance of sending in your cards that the model is willing to sign his or her cards.

Thanks to all of you for your support, and train hard...the World Championships is only a year away...





# The Echelons Tactical Military Card Games

by Scot D. Hunt

**Echelons** are the first collectible card games on the W.W.II and modern periods to be released. They were, in my opinion, long overdue. **Echelons of Fire** (a modern tactical military card game), and **Echelons of Fury** (a W.W.II tactical military card game), are fairly simple mechanically but offer a surprising degree of realism and tactical depth. Players use a variety of military hardware, men, maneuvers and supply to rout the forces of the enemy, conquering the opponent's Headquarters (and thereby winning the game).

I felt that it was unfortunate that the whole military theme was passed by from the hordes trying to tap into Magic™-mania, since many fantasy players also like military games and, more importantly, there were huge numbers of military game players who felt slighted by the whole card game push. In any case, I was still very interested in designing a game which would appeal to both groups and that's where it became interesting. Military enthusiasts demand a high degree of realism and detail, while the

card player leans more toward playability and variety. These two became subjects of a card game - the colorful mix of a fantasy game and the realism and strategy of a military board game.

## GAME CONCEPTS

A key element of both games is Supply. Most of the units have a particular "call-up" cost, which is the number of ammunition or fuel cards needed to bring a unit into play, as well as to keep it operational. This differs from some games because the Supply cards are always in use and therefore remain an important component of the game. In this way, there is never a pile of unused Supply cards that are no longer needed to call up a unit, nor are there hordes of cards in your hand which will serve no useful purpose besides a discard. Players may use their own philosophy as to how much of their deck they wish to devote to Supply. Those actively involved in other popular fantasy card games will find this somewhat familiar and therefore unintimidating even to those who are not war game buffs.

Another key element in **Echelons** is Maneuver cards. Many combatant units must use a Maneuver card to initiate combat. These Maneuver cards represent the plans for attack issued by a given commander, as well as the means by which they are carried out. Again, it is up to the player to determine what level of emphasis is to be placed upon planning (Maneuver cards). Because these cards are re-usable until the unit using them is destroyed, it is an interesting dilemma.

Attack and Defense Values are used to allow units to interact. Everything from actual weapon characteristics to vehicle speed and armor protection is factored into each Value. Even crew skill for an average unit in a particular army was considered, I was concerned at first that just having Attack and Defense Values might not accurately depict unit characteristics. Surprisingly, after a significant amount of playtesting and brainstorming, a happy



median was reached which kept the Attack and Defense Values low enough to allow for both the potency of various weapons and the resilience of armored vehicles.

Including Terrain cards in the game seemed to be a given under the circumstances. I mean, a military game without some sort of terrain is like a hockey game without assault and battery. The Terrain cards add to the look of the game while providing a means to further demonstrate differences between various units. Ample Terrain cards are included in the Starter Decks to properly represent a given region of the world. In the case of the First Edition, they represent your average soon-to-be-pillaged European countryside. Further, since different cards are likely to be chosen each game, even playing the same decks repeatedly will often yield very different results. Those who are die-hard tank fanatics will undoubtedly realize why most of your great tank battles from the Big One happened in Russia, and not Western Europe (little open terrain!). Still, though few in number, the Open cards are out there, just begging to have some tank tracks burned into 'em.

## THE CARDS

I felt that the artwork and layout of the cards had to be great, and the finished cards





lived up to that billing. Because these are the first games of their type, it is important for the longevity of military card games that the same quality be afforded these products as is afforded those in the fantasy and space genres. A variety of artistic styles are used in harmony with a very colorful palette, surprising many who expected the usual subdued illustrations and flat colors normally associated with military games. The card thickness has also been well received, being of the same thickness as regular playing cards. This is important since playability in a card game is obviously paramount. The borders are tan for the First Edition which was considered a limited edition by many. In subsequent editions, the border colors will be altered, and additional cards including different nationalities and Terrain will be added.

Some cards are used to improve the combat capabilities of a unit, or maybe to give it a tactical edge over another particular unit, and so on. Half the fun is improving your favorite unit, or vehicle, or whatever...

Another area I firmly believed in was value. It was clear that some cards are needed in both games, so it was conceivable that an individual might not have enough of some card type in one deck only. Should they have to go buy another deck just for these few common cards? I didn't think so either. So it was decided that any generic card (those of no particular country) may be swapped in between **Fire** and **Fury** decks, as needed, to achieve a particular stacking goal. There has been much appreciation over this gesture, though most seem to still continue to buy and complete decks for each game.

#### RANDOMIZATION

We've heard that, as a whole, the randomization went well. There were a number of "bonus" displays that went out with large numbers of rare cards in them. In these, the variety is somewhat reduced, but the payoff with rare cards is tremendous. In **Echelons**, unlike fantasy card games, the objective is to get duplicate cards, thereby building a unit which has the consistency and integrity to get the job done.

With regard to the vast majority of well-randomized boosters and decks, some have noticed large numbers of some very potent weapons and the like. These are the fruits of early support. We planned to reward those who bought early, and future runs will have a lesser percentage of these weapons available.

We tried to keep the overall number of Supply and Maneuver cards down in the Boosters so as to allow for good mixes of Rare, Very Rare and Uncommon cards. In this way, one should find that, through multiple Booster purchases, their needed stock of Supply and Maneuver cards will grow, but in proportion to the cool stuff in their decks.

By the way, rarity is determined more by how often the unit would normally be seen and its overall utility in the game than by its having an enormous Attack or Defense Value (often, as in reality, those with enormous Values cost much to use).

In general, the overall mix was good and it became even better throughout the second half of the first run (our print run was split).

#### QUALITY ASSURANCE

We've noticed a few inevitable First Edition typesetting errors and we are currently putting out a Frequently Asked Questions sheet to address them. We're also addressing any interpretive questions regarding the rules.

#### EXPANSIONS

Development is well underway for the **Eastern Front** cards for **Fury**, and **North Korean** cards for **Fire**. Also, the **Pacific Campaign** variant for **Fury** and the **Vietnam** variant for **Fire** are already under development. These games, in addition to the exciting **Fire** and **Fury** games, will keep the interesting battles coming.



### ECHELONS FAQ's

1) Q: When do you remove units which are no longer in supply?

A: During the player's next own *Clear Phase*.

2) Q: May Support cards be re-assigned to other units after they've been deployed?

A: No. Also, weapons and equipment are considered destroyed or rendered inoperable upon destruction of the parent unit.

3) Q: How are Immediate cards played? Can a defender play an Ambush card on an attacking unit or group and then play a Delaying Action card on the surviving

attackers?

A: No. While the last Immediate is the one which is played, defending units may only engage one attacker per turn. Therefore, the defender may either have this unit Ambush the attacking group or fight a Delaying Action against them.

4) Q: Are Immediate played on single cards or groups?

A: Immediate are equally effective against any card or group of cards, and may be used by any card or group, ie. A Squad may fight a Delaying Action vs. an attacking Squad or a group of 2 Squads and a Leader with the same effect; it suffers no damage in either case.

5) Q: Partisans appear to have immense power, is this intended?

A: No. The rules for Sabotage should read: "Any unit with Sabotage capability may destroy a single Supply card in play per turn, provided no enemy infantry units are in play". The Partisans are tenacious specialists, but they prefer to leave the direct confrontations to U.S. forces.

6) Q: Do Emplacements become face-up when an occupying unit turns face-up to attack?

A: Yes. Just like Support cards, they should deploy or remain in play similar to its occupying unit. If any occupying units turn face up, the emplacement does likewise.

7) Q: May more than one Maneuver card be used in a given turn?

A: Yes. All Maneuver-based attacks must occur during the same phase, but do not have to occur at the same time.

8) \* City cards should read: "Attack Values for infantry are doubled, gain FIRST ATTACK when on attack or defense versus vehicles". Town cards are similar.

9) Q: Do defending cards need to be flipped face up to defend?

A: Yes. And they, like all cards, must remain face-up for the duration of the game.

10) Q: If a defending unit is attacked by more than one separate unit or group, may it engage each in turn?

A: No. Defending units may only engage one unit or group per turn.

11) Q: Can units grouped together with a Leader break apart to defend against multiple attackers?

A: No. These units act as one until split apart and re-deployed during their next Deploy Phase.

12) Q: Do I need to re-deploy units towards the side I intend to attack through?

A: No. Re-deployment is to reconfigure units or place them in or out of Emplacements or vehicles. A unit may attack from anywhere within Friendly Lines.



**13) Q: Can Immediates be played by themselves?**

A: No. They must be attached to some unit in order to effect the results of the card.

**14) Q: Does a unit using a Delaying Action card inflict any damage on the attacker?**

A: No. It's a delaying action!

**15) Q: Where are Minefields and Roadblocks (2nd edition) placed?**

A: Immediately in front of the affected Terrain card. (In the same spot as the Maneuver cards are placed.) Maneuver cards are placed right on top of these cards when played.

**16) Q: May more than one Maneuver card be played on the same Terrain card?**

A: Only if the prior attacking unit(s) is destroyed and therefore left no Maneuver card behind. If any Maneuver card is present, no attack may take place there.

**17) Q: May more than one Minefield card be placed in front of a particular Terrain card?**

A: Yes. There is no limit to the number and type of Minefields that may be placed.

**18) Q: May Engineers attack more than one Minefield per attack?**

A: Only if their Attack Value is sufficient to destroy more than one card.

**19) Q: Does a Recon card or unit flip over all Mine cards in a spot if more than one is present?**

A: Yes. As with all other Reconnaissance, all cards stacked together are flipped face-up.

**20) Q: May I choose to represent the same country as my opponent?**

A: No! This is WAR!

**21) Q: How is rarity determined?**

A: Well, unlike fantasy or sci-fi games, military games are based on the "there's security in numbers" belief. Therefore, an appropriate deck should have a good mix of cards, with duplicates of important units and many regular squads or teams being the cornerstone of any operational unit. As a benefit to those who got in to **Echelons** early, we offered many "bonus" booster displays which, unbeknownst to the purchaser, had larger numbers of rare and very rare cards in them. It is for this reason that one should not estimate the rarity based on the initial compositions. In general, rarity is based upon the overall effectiveness of a card in the game as well as the frequency of its appearance in actual tactical-level engagements.

**22) Q: May I move through my own Minefield with no detriment?**

A: Yes. You placed it; you should know how to get through it.

**23) Q: How many artillery strikes may I play per Radio Card per turn?**

A: 1. Additional artillery cards of differing

size and composition (and even starshells) are on the way.

**24) Q: If my aircraft attacks an enemy unit which does not return fire, is this considered that player's defense for the turn?**

A: No, this unit would be considered a target but if it does not (or cannot) return fire, it is not considered defending.

**25) \* Q: Is there any limit to the number of engineers or partisans I may have in a deck?**

A: While at this time a final ruling hasn't been made, a good rule of thumb is that these units should not represent greater than 10% each of all the combatants in a deck.

**26) Q: May a Stuka drop bombs on two different targets which are not stacked?**

A: No. Aircraft may only attack one target or group per turn.



**27) \* Q: May regular leaders be used to command engineers, airborne or recon units?**

A: Yes, for conventional combat only. Only 1 airborne card may use its special attack per turn. Exception: If an Airlift card (Second edition) is used, multiple airborne cards may attack at once.

**28) Q: May infantry units attack with infantry transports while unmounted?**

A: Yes. Under Infantry Transports, page 29 of the rules indicates that these units are placed on top of the transport unit. However, what was accidentally omitted was that the transport then acts as a support card which must be attached to the leader. This vehicle is now directly under his command, and is no longer subject to normal vehicle-related special modifiers (i.e. no

first attacks on infantry in the open, no damage from anti-tank mines, etc.). A leader may discard any existing support card if one is already in his possession. The leader may then allocate damage to the transport or to the other infantry units as desired, while adding the transport's Attack and Defense Values to the unit.

**29) Q: When does Sabotage take place?**

A: Page 36 of the rules indicates that it occurs during the "non-combat action phase" which is section 4.c. of the Turn Sequence under "Combatants, with and without Maneuver cards".

**30) Q: What are the various types of units?**

A: Infantry are any leader, squad, team, dragon gunner, autorifleman or like cards. Encumbered units are crew-served weapons and are not considered vehicles. Vehicles are anything operating under its own mechanical power, and must be wheeled or tracked. Aircraft are any unit which uses flight as its means of movement.

**31) Q: What is the benefit of using light machine guns and the like instead of rocket launchers?**

A: \* Unlimited usage. Sappers, dragons, bazookas and panzerfausts are one-time use weapons. Also, sappers and dragons may not target infantry targets.

**32) Q: 3 combatants are together face down in a foxholes card, with one of them going out to perform a reconnaissance. When it returns, does it remain face up?**

A: Yes, and all other units which were with it (whether combined by leadership or not) also become face up and remain so. (It is presumed that this unit has "given away" their position.)

**33) Q: May I maneuver in for an attack with more than one infantry transport?**

A: No. Only 1 infantry transport may be used with infantry attacks (mounted or unmounted). However, if an armor leader is present (second edition), multiple transport cards may be used in a single attack. Of course, this leader also allows multiple tank attacks too.

**34) Q: May I attack with one unmounted infantry unit and one mounted in an infantry transport?**

A: No. On attack or defense, infantry must all be mounted or unmounted, not both.

**35) Q: Do support cards which contain men in them count toward the maximum number of men a vehicle may carry?**

A: \* Yes. In the case of medic teams, they count as two men, dragons and autoriflemen count as one each.

\*—indicates rules updates.

All rules updates/clarifications will be changed for the Revised rules set in the Second Edition.



# GALACTIC EMPIRES

## GAME VARIANTS

- All other rules are used as written.

### PARTY STYLE:


This fast-paced variant game is designed for a large number of players. A minimum of 10 is recommended. Several 8 foot tables are needed and occasionally one table is deleted as the number of players decreases.

- Players can only attack or defend against players to their immediate left or right.
- For every 5 players in the game one player will be taking a turn. This means that more than one player will be playing at a time. These players are as far apart as possible at the start of the game. Example: There are 15 players, players #1, #6, #11 will all start playing their first turn simultaneously. These are the players with the three highest strength ante cards.
- If you are playing a turn, and the neighbor to your right begins his next turn, your current turn ceases immediately (except for drawing cards). Your current turn is not passed on to the opponent to your left, but is eliminated. Additionally, when the player to your right is finished, you are skipped and the opponent to your left begins his next turn.

### CREW EMPHASIS GAME:

This variant game increases crew card usage.

- Build one deck of crew cards only.
- Build a second deck by the normal rules, but no crew cards are allowed.
- Each time a ship or base is played to the active fleet, flip the top card on your crew deck and place it on the ship or base. This does not count as a card play. Note that crew cards, which only function on a specific card type, may have to be transported by standard rules before they can function. Crew cards meant to be played against opponents are placed in the hand and not on the ship or base.
- The same can be done for equipment cards in a second sub-deck. Equipment cards which would be illegal for the ship or base must be placed



Galactic Empires is a versatile game that can be modified easily using play variations. These variations may cause a subtle change in game mechanics or might drastically alter the format and tactics of the game in question. Companion Games regularly publishes its own variants and those submitted by players.

### ECONOMY GAME:

- Players are allowed the following card types in their decks: T, A, M, H, O, & L.
- All other cards are kept to the side for use later.
- There is no reserve fleet.
- Players shuffle, ante and draw 9 cards as usual.
- During the Allocate Points Phase of any turn a player may pay a number of economy points toward 'construction'. Ships, bases and equipment can be constructed for the strength of the card. When all points have been paid, the card is placed into the player's hand for immediate use.
- Crew cards are paid for as follows:
  - 1 economy to move a strength 1-5 crew card into your hand.
  - 2 economy to move a strength 5-7 crew card into your hand.
  - 3 economy to move a strength 8-10 crew card into your hand.





# EMPIRES



# EMPIRES



into the hand instead.

## ONE DECK GAME:

This game is played from one main deck. All the cards should belong to one player.

- Each player selects an empire (except dragons) to represent and takes 75 points worth of ships for that empire.
- Each player shuffles his ship cards into a mini deck and sets it in front of himself.
- The main deck consists of 1 copy of every card available except for empire ships.

Generic ships and dragons are also placed into this deck.

- Deal 9 cards to each player from the main deck.
- At any point when a player is to draw cards, he may draw then from the main deck or draw them from the ship deck. To draw one card from the ship deck two-card draws are expended.

- As an additional variant, allow any crew card that is killed to be captured instead, and then brain-washed and used as if owned by the capturing player.

## TEAM EVENT:

Teams of 2 or three players can be an interesting variation.

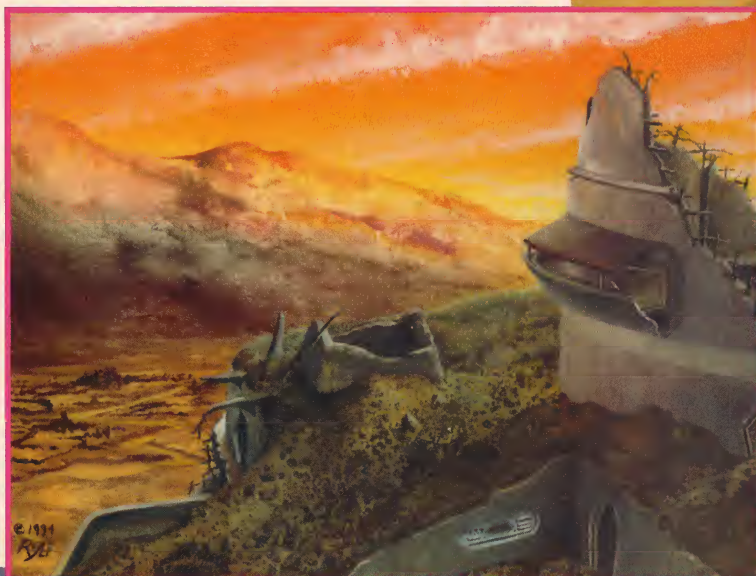
- If there are two teams, alternate

players. If there are three or more, space the teammates as equidistantly as possible.

- Each player selects the empire of his choice. Teams may, but do not have to be of the same empire.

- Players on the same team may loan points to each other at a cost of 2 for 1, i.e. to loan a teammate a point it costs you two. The teammate can use these points when his turn comes around.

- Players may play crew cards to any fleet on their team.







You've peeled off the outer and inner wrapping of plastic and you've gotten that first whiff of the brand new collectible card game: **WYVERN**! Ahh... sixty glorious cards... beautiful artwork... Let's see... Dragons... Treasure... Actions... and what's this? A rule book? Oh yeah, you can play a game with these things, too!

Yes, you can play a game with **WYVERN**™ cards; a game that at first glance might look simplistic, but with repeated play reveals an involved and subtle contest, pitting not only strength against strength, but also testing one player's spending plan against the other's. For the object of **WYVERN**™ is not simply to clear your opponent's battlefield, but to do so while spending as little of your gold as possible.

Using the minimum deck requirements from page seven of the rules, it is possible to play the game with one Starter Deck per player. In fact, a Starter Deck tournament is a great way to get players who are new to **WYVERN**™ involved in the game and to experiment a little with some deck strategies and card combinations. Here are some ideas to get you started.

Some players don't see the need for having ANY Terrain in their Dragon Lair. But you will find that without those few extra Gold Pieces generated during the course of a game, when your opponent's Dragons discover your Terrain, you will be short of Gold when the final battles are being fought. As the end game approaches, Gold becomes more and more important as supplies dwindle. When you're left with a handful of Battle Actions that you can't afford, it can be very frustrating. Even worse is when you're unable to pay one of your Dragons to fight! He just runs away (is discarded), and takes any of your remaining gold

with him. Sure, the down side to Terrain is that one of your opponent's Scouts might eliminate it, but to do so he must reveal himself. And once revealed, a Scout is usually easy prey to a counter attack or to an inexpensive Dragon Slayer. The chance to permanently weaken and limit your opponent's Dragons (through the effects of Terrain) also makes Terrain worth playing.

The choice of whether or not to include killer Terrain in your Dragon Lair is



not as obvious as you might think. Yes, it feels great when you can entice your opponent's

**LEVIATHAN** (Strength 5 Dragon) onto your **FROZEN LAKE** (Kills Dragons of Strength 4 or more), but if your **FROZEN LAKE** is discovered by a Dragon of less than 4 Strength, it doesn't apply to this Dragon, is removed from play, and is NOT replaced (just as if it had been discovered by a Scout). This is the down side to so-called "killer Terrain" (and other conditional Terrain cards).

**DRAGONS:** they come in various shapes and sizes, generally ranging from zero to seven in basic strength; some are fliers, some are Scouts, some have special abilities. How each Dragon is used will determine whether you win or not.

Scouts are weak, but necessary; without them your opponent will gain Gold back almost as fast as he or she spends it (as your non-Scouts uncover enemy Terrain cards). Result: you will be left with a bunch of weakened Dragons, and not enough Gold to compete in the end game. Many players like to use a Flying Scout (such as **AMPHITERE**) from the back row, since it is less vulnerable to a counter attack there.

Your largest Dragons should be held back and wait to attack an opposing face-up Dragon when you feel you have a good chance of winning the battle. In fact, don't pay a large Dragon to enter the game unless either you are forced to (because an opposing Dragon attacks it) or you need him to fight a battle you are fairly certain you can win. These Dragons

IVE GOT THE CARDS,  
WHAT DO I DO NOW?





# WYVERN



are expensive, so you should know what you're getting into before sending one into battle. One battle combination quickly discovered by **WYVERN**™ playtesters is to use a big Dragon to back up a small one: attack with the small Dragon - once battle is joined, use the Battle Action **HELP** to bring the big Dragon in as a reinforcement. Beware of this tactic though... every Dragon that participates in a lost battle is killed! One misplayed **BATTLE CHAOS** card (which allows each player to bring as many Dragons as they want into the battle) could

cost you several Dragons, and the game.

The smaller non-Scout Dragons might seem, at first, to be of limited use. But don't give up on these inexpensive, smaller Dragons. They can be used quite effectively in combination with Battle Action cards that carry strength modifiers. When using low-cost Dragons, you don't have the high up-front cost when they are first turned up. Moreover, they can often defeat an opposing Scout on their own. And if one gets caught in a battle with a large Dragon, you can apply your strength-modifying Battle Actions on an "as needed" basis. Highly useful with this strategy is to have the Treasures, **SWORD** (+1 when attacking) and **JEWELS** (+1 when defending), in your front row Treasure positions.

Some Dragons, such as **AJATAR** and **NAGA**, are stronger (MUCH stronger) when attacking from face down. When combined with the ability to be turned back face down (using the Treasure card **CAULDRON**, or Action card **AVALANCHE**), these Dragons can seem almost invincible. Another advantage that goes along with the ability to turn your Dragons face down is that face down Dragons can't be attacked by Dragon Slayers.

The Treasure card **MAGIC WAND** should be used in a back row Treasure position. Particularly in the early stages of the game, it is nice to be able to make any Dragon in your back row a flier. The advantage is that in the back row you are less vulnerable to counter attack.

A good way to get more than one card per turn into your

hand is to play the **AVALANCHE** and **TSUNAMI** Action card combination. Say you have three Dragons face up. The Action card **AVALANCHE** turns all face up Dragons face down. Follow this with a **TSUNAMI** Action card which allows you to draw one card from your Treasure Horde for each Dragon you turn face up; turn up the three Dragons just turned face down by the **AVALANCHE** (which will cost you no Gold, since you already paid for them when they were first turned up), and draw three cards from your Treasure Horde to your hand.

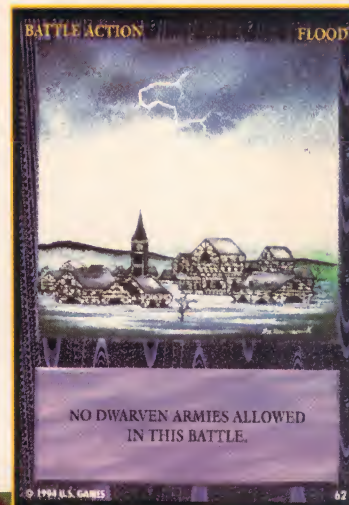
The **AVALANCHE/TSUNAMI** combination becomes even more useful if you know what cards you are about to draw! How do you do this? Play a **CRYSTAL BALL** Action on yourself, which allows you to look at the next five cards in any Treasure Horde Draw Pile and place them on top of that Draw Pile in any order you want.

Early in the game, when most of your battlefield positions are still occupied, an **AVALANCHE**

followed by a **TWISTER** (which allows both players to rearrange all cards on their battlefield) can inject a degree of uncertainty back into the situation.

Well, I think that's enough examples of card combinations to get you thinking, and besides, you wouldn't want me to reveal ALL the game's secrets, would you? Part of the enjoyment of **WYVERN**™ is discovering some nice combination that your opponent hasn't thought of yet. There are plenty more where these examples came from and, with the prospect of expansion sets, the number of card combinations will be virtually limitless. Now that you've got some idea of what to look for in card combinations, you should be able to put up a good fight, even from just one **WYVERN**™ Starter - how many collectible card games can you say THAT about?

For information about **WYVERN**™, call the **WYVERN SUPPORT LINE:**  
(203) 327-4274



by Bob MORSS





# CHRYSALIS

BORNE OF THE SUPERNATURE™

## SCIENCE, SUPERHEROES, SWORDS AND SORCERY...!

Look around you. There now are beings of incredible power that walk among us. They are akin to the gods of ancient days, with extraordinary abilities once thought to be only the stuff of legends. Flying humans, invulnerable humans, arcane sorcerers, futuristic cyborgs, men and women with extraordinary paranormal powers once thought only to exist in imagination. They are the Supernature, and you are of their tribe.

Now is the time of the Shadowspear. Shadowspear... the invisible storm, 2000 years of supernatural energies, the might of Heaven and Hell unleashed upon our world. It circles the globe, causing mutating shifts in the biosphere, supernatural freak accidents, and tears the fabric of time. The Supernature are it's children, the offspring of it's evolution.

Now the Shadowspear is drawn to you, for you possess Darkforce, a magical energy. What is this Darkforce? At the dawn of time, natural matter and supernatural matter were created in the same explosion that forged our universe, the Big Bang. Over the eons, much of the supernatural matter has turned into pure energy, which the Twin Lords christened Darkforce. Virtually everything in the universe has some level of Darkforce, usually minute, but some have more than others. Within The Supernature, the Darkforce is strong.

Your body is nothing more than a Chrysalis, a vessel for powers latent in your genetic building blocks. This is your Darkforce. Through the touch of the Shadowspear, these powers will be unleashed. Power that manifests itself from the many realms of existence. Power that may take many forms. As you exist now, you are merely a fraction of the being you can become. Your potential is now your destiny. Will you follow?

The past has caught up with the present, the future is now.

## COMICO UNVEILS NEW DIVISION AT GAMA '95

This year's GAMA show was the forum Comico chose for announcing their new division, Comico Gaming. Their first project was also all the buzz at the show, a collectible card game with the hefty moniker CHRYSALIS: BORNE OF THE SUPERNATURE. Known for its high quality comic product like ROCKETEER, JONNY QUEST, and ELEMENTALS (see sidebar) Comico is the first comic book publisher to get into the collectible card game market, and the response from the various participants in Gama was very, very favorable. "What I originally intended as a fact finding mission at GAMA turned out to be a ringing endorsement for the CHRYSALIS game, both from the design and conceptual ends of the project," states Comico's president Andrew Rev. "Distributors and retailers both confirmed the excitement and attention that the comic industry has given it; CHRYSALIS: BORNE OF THE SUPERNATURE is a thoroughly unique collectible card game, and will definitely bring into the collectible card game market people that may not have been exposed to this gaming phenomenon."

"This game will appeal to everyone, be they gaming, comic, non-sport card or sci-fi fans. We are very confident that this will be a cross over success." said Brian Azzarello, Chrysalis team director. CHRYSALIS: BORNE OF THE SUPERNATURE weaves elements of Fantasy, Science Fiction, and Superheroics into one seamless quilt. "We designed this game specifically so that the player can be what he or she wants to be." adds Azzarello. "You want to test your super powers or mutant abilities against magic? Go ahead. Want to try out high-tech battle armor and weaponry against someone with incredible psionic ability? You





"Neural Mace" and "Frost Cannon", computer generated 3-D modeled art by CD-ROM game designer Norm Dwyer.

## "...WEAVING FANTASY, SCIENCE-FICTION AND SUPERHEROICS INTO ONE SEAMLESS QUILT."

can do that too. You can blend powers; if being a cybernetically enhanced sorcerer that psychically controls the elements sounds cool, then do it. You can be anything."

Comico has created a new gaming genre. Unlike other collectible card sets, CHRYSALIS allows you to become directly involved in the game. The cards are your super powers, your weapons, your spells, your psionic abilities, your physical mutations. You don't control other characters; you are the character! (Though with certain magical spells or psionic mind control cards you can have other beings to do your bidding.) CHRYSALIS is not limited to Comico's character roster either. In fact, by designing the cards as powers and not characters, CHRYSALIS gives the player the option of being any character created by anyone ever. Including those pet characters created by the players themselves.

Your abilities come from your Darkforce Pool, which is part of your deck. Different types of Darkforce correspond to the various power categories, and various powers require different amounts of Darkforce. Spend Darkforce to activate power except weapons. If the weapon used does not take sorcery or some psionic ability, the player can just use it. Anybody can heft a sword or pull a trigger.

CHRYSALIS: BORNE OF THE SUPERNATURE prototype cards will be released as part of a promotion for OBLIVION #1, Comico's first comic book release. These cards will be highly collectible, because they are prototypes and unavailable elsewhere. There will also be some signed & numbered cards, which will just add to the collectibility of this extremely limited prototype run. Look for them at your favorite retailer.

### THE CARDS

In the game, your abilities can come from five categories; Sorcery, Mutagen, Psionic, Paranormal, and Weaponry. A player's personal strategy determines which base he or she favors. "We figure that some players will like to play specific categories, say pure sorcery or mutagens, for instance. With CHRYSALIS, they'll have that option. It is however, a balanced deck, lending itself to combined abilities for a multi-dimensional power base. No one category can easily be defeated by another. "In this game, a player really has to use their wits; think on their feet in the heat of battle as it were," adds Rev.

CHRYSALIS is designed as both a two-player and a multi-user game, which brings on interesting alliances with other players. And, in

# OBLIVION™

It's not only the gaming industry Comico is preparing to take by storm; comic books as well are part of Comico's front. This June, Comico will launch it's comic line with OBLIVION #1, a limited series chronicling the exploits & intrigue of a summit meeting between Heaven & Hell. Elements of CHRYSALIS can be found in this series, though you don't have to read the comic to play the game. OBLIVION will, however, definitely add to your enjoyment of CHRYSALIS.

Lord Saker, an immensely powerful mage has stolen the throne of Hell, only to set himself up as its absolute ruler. Once an ordinary man, this master of mysticism has amassed more power than any mortal was meant to have. Now Heaven is worried, and dispatches a heavily armed Angelic armada across the Galaxy to meet with the self-imposed monarch and his demonic mercenaries, who are determined to see Saker recognized by Heaven & the remaining Nine Lords Of The Invisible Realms. Easier said than done, as Heaven refuses to acknowledge any ruler of Hell other than the one positioned there eons ago. This though, is a Heaven you probably won't recognize, complete with superhero angels and massive, high-tech armadas that have to be seen to be believed.

If you enjoy massive amounts of plotting and oodles of intrigue, OBLIVION is the book for you. It's got quite a lot of meat on it's bones, having elements of traditional superhero comics, along with bits of science-fiction and mythology. "What I set out to do was work within the superhero genre while bringing all these other genres to the forefront of my story. So in the end what we have is something that looks and reads like a superhero comic, but deals with 'super power' on a spiritual or scientific level, which to me is cool" states series writer Jack Herman, who's not just a comic writer, but a C-D ROM game designer (ULTIMA, WING COMMANDER) as well.

Art for the series is provided by industry heavyweights Art Adams, Dave Gibbons, Geoff Darrow & Andy Dittm, insuring OBLIVION is the hit it deserves to be. The bottom line, however, is to deliver a book that generates it's own excitement. Comico has managed to do just that with OBLIVION, which debuts this June. Adds Herman, "When I was originally discussing the series, one question kept popping into my head; 'What if God, or the highest power in the universe was out to get you?' Essentially, that question became the wellspring for the book. After that, I tried to beat this highest power."



Cover art by Art Adams for the OBLIVION™ comic book series from COMICO.



# ELEMENTALS™

Along with OBLIVION, Comico has a number of other comic series releases over the next few months. Titles include STRIKE FORCE AMERICA, RED DRAGON, AVALON, and most notably, ELEMENTALS.

ELEMENTALS is a book that's familiar to many long time comic readers. In fact, many of the concepts in the CHRYSALIS: BORNE OF THE SUPERNATURE collectible card game relate to ideas first seen in ELEMENTALS (and OBLIVION). Now, with a newly revitalized Comico, fans can once again enjoy the quirky, strange adventures of "Earth's Mightiest Paranormals" this August, courtesy of longtime writer Jack Herman and Tony Daniels (lately of X-FORCE & SPAWN: BLOOD FEUD.)

So what can we expect from the Elementals, circa 1995? "Basically, they've become a little jaded," says Herman. "The Elementals have been a very strange and dark sort of superhero book-even back before that type of thing was considered cool. Well, now a new member is introduced to the team (Donald Ridgeway, the new Monolith), and he's got a real 'we're the good guys and we're supposed to protect people' attitude. Now, that doesn't sit too well with the rest of the team, whose been doing that kind of stuff for years. So Donald's presence is going to shake things up, and cause the team to question their values and reasons for doing things. Trust me, it'll be fun. We'll also be dealing with the existing other-dimensional, magical and mythological realms, like Avalon and Asgard. In addition to the slightly quirky comic action, philosophically we'll explore what actually makes somebody a hero. It's not just super power."

New readers will have no problems getting in sync with the Elementals Universe. In addition to the regular story, Comico promises to deliver a history of the characters and their exploits with the first issue, bringing everything up to speed. Adds Herman, "I'm really looking forward to introducing the Elementals to a whole new generation of readers. As any original ELEMENTALS fan can tell you, this group is unlike any other superhero team. Sure, they've got extraordinary powers, but then, so does virtually every spandex wearing, armored avenger out there. What makes them special is their humanity, which is something they lost long ago when the elemental spirits brought them back from the dead and gave them their powers. They're real people, and they deal with situations in realistic terms. They just happen to have these supernatural powers now."



Cover art for ELEMENTALS™ #1 by OBLIVION™ artist Andy Dimitt & Terry Austin.



Art by Tony Daniel



Art by Jill Thompson



Art by Vincent Proce

some cases, betrayals. Again, it's this type of system design that makes the game so exciting to play.

An innovation in CHRYSALIS is the use of permanent ability cards. These cards define you as a character, and are laid out at the start of each game. As with abilities drawn from the deck, these cards can only be put into play if the player has the necessary Darkforce cards to activate them. Also, a Shadowspear card exists, which when utilized enables the player to gain another permanent power, but the Darkforce cost may be too high in some situations. Again, a player's own personal strategy determines their fate.

Actual card design offers yet another innovation in the field; a vertical play-face. "From a playability standpoint, it makes perfect sense," says Art Director Joseph Allen. "When a player is holding his or her cards, they can always see what's in their hand. It lends itself to planning strategies, combining moves and quickly countering attacks. It should keep things very exciting during game play."

CHRYSALIS is designed with an eye to the international market as well. Many of the cards take their inspiration from global myths and icons (like Japanese high-tech Anime or traditional European legends and history), giving players the ability to play characters of their own culture. Indeed, character drawings and powers are supplied by artists from

England, France and Japan.

As for the art, another aspect of the play-face that sets this game apart is the amount of actual art itself. With the vertical design, CHRYSALIS has more room for artwork than is generally found in other gaming systems. And, with the caliber of artists contributing to the game, this is quite a blessing.

## TOP ARTISTS INKED AS CONTRIBUTORS

Comico has hand picked top artists in both the gaming and comic field to work on these cards, guaranteeing their popularity with collectors. Talent like Simon (Death Dealer) Bisley, Jill (Sandman) Thompson, Tony (Spawn) Daniels, Walt (Thor) Simonson, Tony (Star Wars) Akins, Vincent (Cold Blooded) Proce, Andrew (Oblivion) Dimitt, & Dave (Watchmen) Gibbons, are just a few of the illustrators whose artwork grace these fabulous cards.

"The art for our cards will be very diverse, and very, very, good," comments Allen. "The graphics in this set run the gamut from fantasy paintings to computer generated weaponry schematics. We have fully painted cards, comic type illustrations with beautiful computer colors, and 3-D computer renderings, much like the Fleer Ultra series done for Marvel. We feel that having such a wide variety of art and images will not only make game play exciting, but will be visually electrifying as well."





Art by Sandman™ artist Jill Thompson.

## "...BOTH A TWO PLAYER AND A MULTI-USER GAME, WHICH BRINGS ON INTERESTING ALLIANCES WITH OTHER PLAYERS..."

### WHAT'S IN THE CARDS? THE FUTURE LOOKS...

Once the start decks and booster packs hit the market this August, Comico plans to fuel the flames of excitement over the next six months with a wide variety of CHRYSLIS related material. Getting back to the company's roots, look for a CHRYSLIS: BORNE OF THE SUPERNATURE based comic book, as well as t-shirts, posters, and other game product.

Future promotions will just add to the excitement. Once the game is out and being played, Comico will have a contest which will offer the opportunity for players to design a card that will be part of an upcoming expansion set. Tournaments are already being scheduled around the country. Additionally, Comico has designed CHRYSLIS so that other companies can license the game, designing their own subsets for general play. It's this innovative, cooperative approach to collectible card gaming that Rev finds most invigorating. "In computer based terms, we're creating an open access platform, like Windows. Subsets for CHRYSLIS, be they ours or licensed, will be like software. You won't have to learn a new set of rules, our have a

different gaming system. CHRYSLIS is your platform, and any subsets will fit right into the game. It's designed that way, it's user friendly. We're not reinventing the wheel, but we are making it high-performance."

"What really separates CHRYSLIS from other collectible card games is it's diversity. It's not just a fantasy game, it's not just a science fiction game, it's not just a superhero game; what it is is all these games, combined under one system. It's as unique, and as limited, as the imaginations of the people who play the game."

Questions or comments regarding CHRYSLIS: BORNE OF THE SUPERNATURE or any Comico product can be directed to:

**COMICO COMICS  
& GAMING**  
119 W. HUBBARD ST.  
CHICAGO, IL. 60610

OR PHONE  
312-494-0050  
FAX 312-494-1467







## BACKGROUND

**Heresy Kingdom Come™** is a fast-moving game of fallen angels, virtual prophets and awakened dreamwalkers. Set amidst the Ruin of a Forsaken Earth, somewhere in our own dark and distant future, players struggle for global, spiritual and virtual domination in the face of overwhelming odds.

Cybernetically enhanced demons prowl the infinite expanses of the decaying computer matrix, while renegade angels pull the strings behind the vast Anubis (stim-drug) Cartels. Leather-clad human magicians roam the desert wastes of the Arizona Free Zone, while corporate Fixers party hard in the dim half-light of Club Constitution, deep in Federal Core. This is the world of **Heresy Kingdom Come™**, the world after the Ruin, and the stakes couldn't be any higher. As players vie for supremacy amidst the new world order, they must slowly rebuild portions of the diseased and unstable Matrix. Eventually, this will allow them to construct a Gate back to the Empyrean. The first to Re-ascend will restructure all of reality in their own image.

Originally designed as a complete roleplaying game setting, **Heresy** boasts one of the most detailed backgrounds of any card game on the market. The unique format of **Heresy** allows players to explore and discover this fascinating world bit by bit, fostering a more fulfilling gaming experience. The cards make the world truly come alive, and players will certainly be left wanting more...and

more...

## THE GAME

**Heresy Kingdom Come™** will be released in August 1995. The game was created by Christian Moore and Owen Seyler, creators of the critically acclaimed Origins Award nominee, *Aria: Cantic of the Monomyth™*. Game design is by Christian Moore, Owen Seyler and Matt Sturm, who has been involved in design and playtesting on several other collectible card game releases.

Although **Heresy** will be one of the most visually striking and appealing games available, it remains first and foremost a game designed by experienced designers. Notable features include:

- Balance. **Heresy** has undergone rigorous playtesting to ensure card balance and smooth play throughout all facets of the game.
- Intricacy without complexity. Game play in **Heresy** occurs on both a virtual level (in the Matrix) and a mundane level (in the real world). Simple rules govern transitions from one realm to another, providing a myriad of tactical possibilities without undue complexity.
- Playable with a single deck.

**Heresy** was designed to be fully playable with two Starter Decks. In **Heresy**, more cards don't necessarily translate into more wins.

- Production Values. **Heresy** boasts some of the highest production values in the industry. Great pains have been taken to safeguard the quality and intensity of the artwork, and the cards themselves will remain durable past the thousandth shuffle!

- Works for any number of players. **Heresy** plays just as well with ten players as with two. Great care was taken to ensure that the game worked smoothly as a multi-player game.

## APPEARANCE

Rick Berry has signed on to oversee the graphic design and production of **Heresy**. Recently nominated for a World Fantasy Award as Best Artist, Rick is known both for his oil paintings (which grace numerous book covers across several industries) and his digital artwork (covers for William Gibson's novels, *Wired* magazine, etc.). He has also done computer animation work for major motion pictures. His talents will assure a product that is visu-





# HERESY



ally superior to anything currently on the market.

Art direction is being handled by Christian Moore, and has been carefully planned to give **Heresy** a distinctive 'look' like no other game available. Many of the trading card games on the market feature the same group of artists. While all of these individuals are talented in their own right, their work often causes different games to look remarkably alike.

For **Heresy**, Christian looked beyond the game industry and landed some of the most talented and recognized artists working in comics and publishing today. Six of these artists have their own trading card sets on the market, and three of them have several sets available. Most of the others have worked on card sets from the largest comic companies. The artists include: (a \* indicates that the artist has a personal trading card set on the market; an \*\* indicates that additional sets have also been published)

Michael Kaluta\*\*  
 Berni Wrightson\*\*  
 Rick Berry  
 Tom Kidd\*  
 Brom\*  
 Barclay Shaw\*  
 James O'Barr\*\*  
 Dean Williams  
 Tim Bradstreet  
 Craig Hamilton  
 John K. Snyder III  
 D. Alexander Gregory  
 Richard Kane Ferguson  
 Craig Farley  
 Cortney Skinner  
 Karl Waller  
 William O'Connor  
 Darrell Midgett  
 Stephen Barnwell

## PRODUCT

**Heresy Kingdom Come™** will be The initial Limited Release of **Heresy** will contain over 370 different cards, divided along common, uncommon and rare lines. The cards are Gameday-sized (one inch longer than normal trading cards), a format that has gained popularity in the comics industry. **Heresy** will be available in Starter Decks of 60 cards and Booster Packs of 12 cards. An Unlimited Release of **Heresy** will follow approximately three months after the Limited Release, and several expansions are currently in production as well.

**Heresy** will be sold in Starter Decks for \$9.95 US and Booster Packs for \$2.95 US.





# It's Time for *Redemption*



Redemption, from Cactus Game Design is a biblically based game that pits Heroes and Villains, both earthly and celestial, in a battle to control the fate of various Lost Souls. Described by "The Pop Art Times" as "...in the card game arena, but way different..." it incorporates, as you might guess, characters and stories from the Bible.

At GAMA in New Orleans this year players had the opportunity to preview the game and try their hand against game creator Robert J. Anderson. There they could test the subtle humor encountered

when battles erupt between such unlikely characters as Ruth and Goliath or Pharaoh and John the Baptist. Rob explained, "Redemption is not a political or religious statement, but is based on a topic I enjoy, which happens to be the Bible. The goal of the game is to have fun."

With such quirky elements as a (juggling) "Plague of frogs" card, the fun is easily apparent.

But it's the no nonsense conflict of good versus evil that makes the game really challenging. Redemption doesn't dabble in shades of gray.

"Just as the game reinforces compassion and forgiveness; it also reminds us what is evil, such as hate, cruelty, and greed", says Anderson.

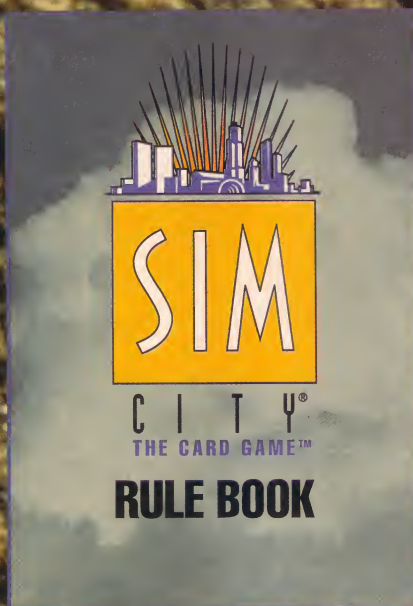
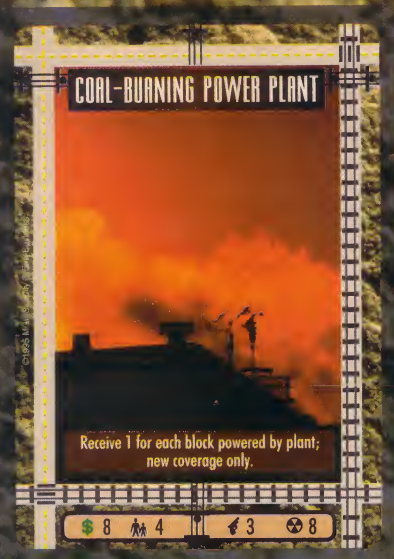
Collectors will appreciate Redemption's clean uncluttered graphics and the beautiful and carefully researched illustrations. Along with art by such notables as Greg Hildebrandt, Jeff Haynie and Michael Carrol, Redemption introduces us to a new generation of cyber-illustrators such as, Todd DeMelle, Steve

Guluk, and Michelle Spalding. Art buffs will have a good time guessing which paintings were done with a brush and which were done on a computer screen. Fierce as the competition is in collectible cards right now, Cactus Game Design knows any new entry into the genre should be unique. They specifically sought illustrators with either a Fantasy, Science Fiction, or high-tech background to keep the art fresh and contemporary. Card text is to the point, and as they put it, "You don't have to know the Bible to enjoy the game, but we do have the advantage of the most widely published reference book in the world and as carefully as we have researched it, if anyone finds a conflict between our game and the grandfather of all rulebooks,... well the Bible version wins out!"

Redemption is being issued as a mammoth, ready to play, limited edition double starter deck, followed by a stream of booster packs. Cards are common, uncommon and rare. You can expect it to hit stores in mid-July.







## SIMCITY® THE CARD GAME

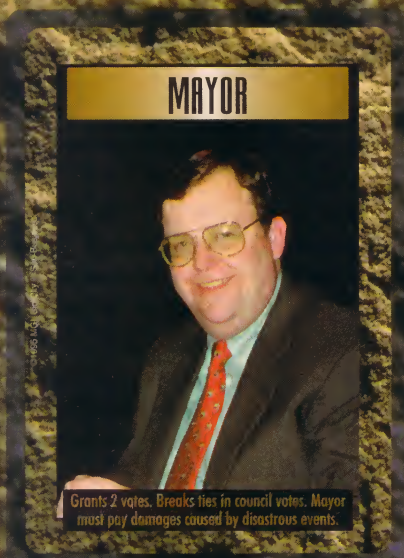
### BACKGROUND

This game is about building a city - with cards as the city blocks. Working cooperatively and competitively, players build a city by playing the cards and being paid for each new block added. The Sims (the simulated citizens that inhabit Sim City®) live and work in the city and travel the roads and rails from home to work and shops in the city.

This game has two essential elements: Playing a city block card and receiving payment for that block. Playing city blocks expands the city from its beginnings as a Settlement (White-Phase I) composed of undeveloped land, homes, and primitive industry, to a Village (Green-Phase II) with more houses, police and fire stations, churches, businesses and schools, then after the village is powered, to a City (Tan-Phase III) with all the limitless possibilities, and finally to a Metropolis (Pink-Phase IV) as the city becomes a great urban center. Each city block played rewards its player with money, computed based on the value of the block (shown on the card), any special bonus applicable (from the card being played and/or cards already in the city), any zoning bonus, plus any complex bonus.

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In Phases III and IV, the politics of rezoning arise with a Mayor and City Council to vote on rezoning requests by the players, and the city (and Mayor) become vulnerable to disaster.

### WINNING

The player with the most money at the end of the game wins.

### SETTING UP AND BEGINNING THE GAME

Any number can play, but a good game for beginners is for 3 to 7 players. After sitting around a table (the size of which limits the size of your city) and clearing off the extraneous stuff, choose a deck to play with; in the standard game, all players play from the same deck. Sim City® The Card Game™ is a collectible card game, and players must choose the cards to play with before beginning the game. In the beginning you may be limited to all the cards you have, but later you can choose from the over 500 cards to personalize your decks. In any case, the standard deck must have at least 50 cards and should contain at least 25 to 30 cards per player. Shuffle the deck and deal 7 cards face down to each player; put the rest of the cards face down on the table to draw from. If you are playing with long cards (the use of which is optional), shuffle and place them next to the standard cards for drawing in Phases III and IV.

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### THE CARDS

Each card represents a politician, an event, or a city block.

#### Politician Cards

No real city can exist without politicians; your simulated city is no exception and has two types of politicians:

- The Mayor, City Council Chairman, and Governor are marker cards which are not shuffled into the deck, but are held aside. These cards are given to the proper player to indicate that that player holds the particular office; see below for how these offices are filled.
- A Council Member card grants a vote to the player who controls the member. During Phases III and IV and before playing a city block or event card, the player may pay for (by paying the amount on the card) and play a Council Member card. The card is placed in front of the player (and not as part of the city) and another card is drawn to replace it. A player may control several council members. There are three kinds of council members: Normal (one vote), Corrupt (one vote, which may only be cast according to the card and on no other question) and Special Interest (one vote, plus a second vote as specified on the card). In each case, the controlling player casts the vote.

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#### Event Cards

Event cards simulate the disasters, situations, and special events occurring in your city. A player plays an event card instead of playing a block in the city. Each card describes the event and details the effects and costs resulting from the event. Disasters damage or destroy part of your city and often require the Mayor to pay for repairs or cleanup. When a block is destroyed by a disaster, all cards (other than undeveloped land) on that block are removed from the game; an empty space may be left in your city. Certain situations affect the kind of cards that may later be played. Special events give money or other advantages to specific players.

#### City Block Cards

The city blocks come in two sizes: standard and long. The standard cards are more common, representing the breadth from simple undeveloped land to great urban constructs. The long cards represent the large and unique features of the metropolitan centers of the world, as well as the great features of nature and early civilization. Each card represents a full city block in your city, although the structure pictured might itself not fill an entire block. Each card contains a wealth of information organized into several sections for ease of use when playing the game.

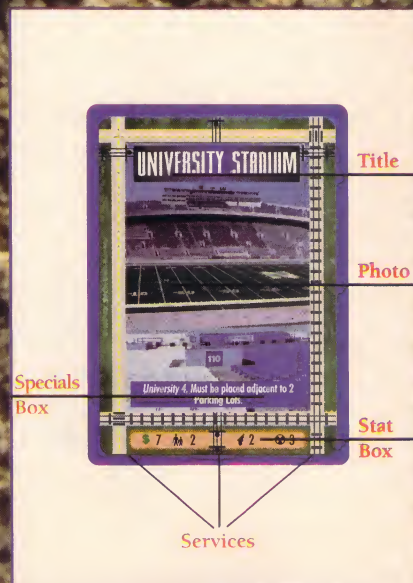
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Choose a player to go first by cutting the cards, the player picking the highest value card going first, and select one of the players to act as scorekeeper. Money earned can be recorded as a simple score or paid with play money. Players start with no score (at 0), and no score can go below zero. The first player starts by drawing a standard card (long cards are not available until Phase III), playing a city block anywhere on the table, and scoring the play. The player to his left next draws, plays, and scores; play continues clockwise until the game ends. If a player does not have any card that can be legally played, he or she must pass after drawing, making no play and not scoring.

### ENDING THE GAME

The game ends at the end of the round in which one of the players reaches \$250 (even if that player later loses money and goes below \$250). Alternatively, players can choose to play to greater or lesser amounts, to a time limit instead of an earnings limit, or even to the end of the deck or the limit of space on the table. The game always ends if space to play on the playing surface runs out (but only after all upgrade and/or rezoning plays are exhausted) or when, after the standard deck is exhausted, a player runs out of cards or has no legal play for any card in his hand; if either occurs, the game ends immediately.

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- **Photo** depicts the landscape or structure(s) on the block.
- **Services** on a block are power lines, roads and/or rails. The roads and rails bordering the photo are the transportation systems of your city. The roads connect with roads on adjacent cards, and the rails connect with rails on adjacent cards. Unless a card in play states otherwise, roads and rails never interconnect. The power lines connect with power lines on adjacent cards. Some blocks have roads or rails on only one side; such rails and roads only connect with any roads or rails on the cards adjacent to the ends of such services.
- **Title** identifies the card. The color behind the title identifies the zoning of the city block. The zones are:

Gray	City Services	The operating elements of your city
Green	Undeveloped Land	The terrain of the world, played as it is discovered
Orange	Residential	Where the sims (the residents of your city) reside
Brown	Industrial	Where the sims make things
Blue	Commercial	Where sims work and buy things

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- |                   |                     |   |
|-------------------|---------------------|---|
| <b>Red</b>        | <b>Governmental</b> | The sims' government  |
| <b>Light blue</b> | <b>Agricultural</b> | The sims' farms and farming industry  |
| <b>Gold</b>       | <b>Special</b>      | Special, unusual locations; these cards are not considered residential, commercial or industrial blocks, even if the subject of the card would suggest that it should be. |
- **Specials box** describes anything special in the play of the card. The color background of the specials box (the same as that of the title box) identifies the zoning of the city block. Information in the special box includes:
    - Limitations on when or where the card may be played. For example, some cards may be played only to upgrade a particular card or adjacent to particular cards. Such limitations are usually characterized by such language as *May only be played if...*, *Must be played...*, and so on. The statement *Limit of 5...* means that only 5 of such cards may be placed within the scope of the limitation. If one such card is subsequently removed from play, another card may be played within the limitation.

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- Bonuses payable to the player playing the card. Usually the bonus is available only if the card is played near or adjacent to certain other cards. These bonuses are characterized by *Receives #* in the statement of the bonus. The statement *Lose #* represents a reduction in the payment otherwise payable. This bonus is paid only when the card is played.
- Bonuses available when other cards are played later in the game. These bonuses are characterized by *Adds #* in the statement of the bonus. The statement *Deducts #* represents a reduction in the payment otherwise payable. This bonus may be paid more than once; whenever a card is laid that meets the requirements for the bonus, it receives the bonus. If more than one of a particular card is in your city (for example, three *Police Stations*) and each can add a bonus on the placement of a card, then the bonus for every such card is added cumulatively (unless the particular card specifically states otherwise).
- Qualification of the card as part of a complex. If the statement in the Specials box begins with *Farm 3*, *University 2*, *Airport 1*, *Medical 2*, or a similar designation, the card is qualified to receive and to add to the complex bonus for the particular complex, as described in detail below.

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- \$ 5** **2** **1** **2**
- **Stat Box** The stat box contains the important statistical information needed to play the game. The background color signifies the phase of the game during which the card can first be played:

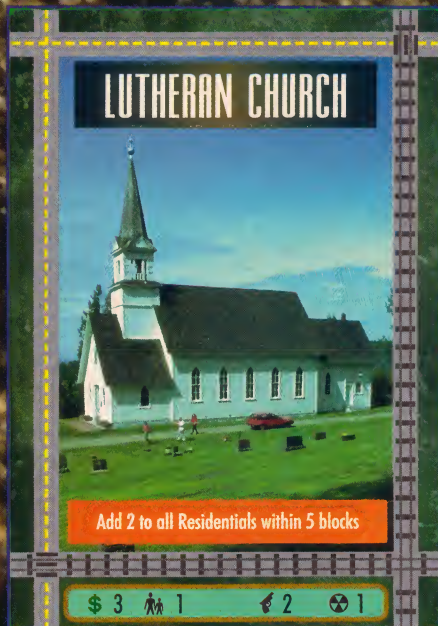
**White Phase I Settlement**  
The earliest stages of growth, as people settle the wilderness and build farms.

**Green Phase II Village**  
The nucleus of a settlement has been established; commerce, industry, and common services grow.

**Tan Phase III City**  
The addition of electrical power allows the city to flourish; the mayor and other politicians rush to take advantage.

**Pink Phase IV Metropolis**  
A great city has progressed to become a major, urban center, with every convenience possible.

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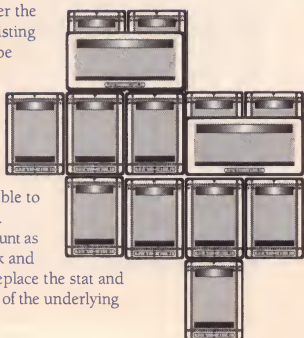
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- \$ 8** **4** **3** **8**
- \$ Value** is the base amount earned when the card is played.
  - Sims Provided** is the number of sims the block provides.
  - Sims Required** is the number of sims required to be connected to the card for it to be legally played.
  - Crime** is the number that rates how bad the crime problem is on the block; the larger the number, the greater the problem. If a block is within the distance computed as the Police Station's coverage range (indicated in its Specials box) reduced by the block's crime factor, such block is "covered" by the Police Station.
  - Pollution** is the number that rates how the block contributes to your city's pollution problem; the number adds to the pollution problem if the symbol is black and subtracts from the problem if the symbol is green. The pollution value is primarily used in determining the impact of certain event cards on your city.

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## HOW TO PLAY A CITY BLOCK

The first player to play a city block may place it anywhere on the table. All subsequent blocks must be placed adjacent to or (by making an upgrade or a rezoning play) on top of an existing block and in the same orientation. The long cards are played differently; they must be placed over two existing city blocks, perpendicular to the orientation of the underlying cards and over the middle so existing services can be seen. The services on the underlying cards define the services available to the long card. Long cards count as a single block and completely replace the stat and special boxes of the underlying cards.



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When a block card requires sims to be placed (a non-zero number next to the **Sim** symbol), the new card must be able to connect to at least that number of sims (on cards with the **Sim** symbol) by rail or by road. Sims connecting by rails and roads cannot be combined to satisfy this requirement; the service used for this purpose must be a continuous and homogenous (all rail or all road) route from each sim to the new card. Each sim can only be counted once, even if it can trace two or more routes to the new card.

In tracing sims to a long card, the sims must be traced to either of the standard cards on which the long card is being played. If a card playable in a complex requires sims but has no services to connect those sims to the card, then such card may only be played adjacent to a card in the complex to which the number of sims is connected.

A Rapid Transit Station (RTS) allows sims to transfer between road and rail; sims cannot transfer between the two at any other location. For the purpose of meeting a sim requirement, consider the RTS as a sim supplier for all sims that can legally reach the station. Sims traveling to a block from the RTS must use the same mode of transportation as the individual sims (not traveling via the RTS) use in tracing their route to that new block.

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## UPGRADING CITY BLOCKS

A city block may be placed to upgrade a block previously played in your city by placing it, in the same orientation, on top of the prior block. An upgrade may be placed during any phase and must satisfy all the following conditions:

- The block being placed has the same zoning as the block being upgraded.
- The block being placed adds services not on the existing block and/or the card's value is greater than that of the prior block.
- The block being placed must preserve the services and equal or exceed the value on the prior block.
- The block being upgraded is not a long card or zoned as special (gold).
- The placement is a legal card play in all other respects.

The upgraded city block is left on the playing surface but contributes nothing further to the game. The sole exception to this is the *Oil Pipeline*, which remains buried under whatever structure is built on the block. If you find it difficult to keep track of the *Oil Pipeline* cards after they have been upgraded, we suggest that you keep track of their locations using tokens (like glass beads).

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## REZONING CITY BLOCKS

When a player proposes a city block for placement in the city which lowers the value of a block, reduces the services provided, changes the zoning of the block (from residential to commercial or commercial to city services, for example), or otherwise does not meet the requirements for an upgrade, a rezoning vote must be taken in City Council.

Starting with the player proposing the placement and proceeding clockwise around the table, the players report the vote(s) of the *Council Members* that each controls, followed by the Mayor's votes and the Mayor's tie-breaker, if required. A player may decline report to any or all of the votes. A simple majority is sufficient to rezone a city block. In the case of a tie vote, the Mayor can break the tie; if the tie is not broken, the rezoning vote fails. If the rezoning vote passes, the proposed city block placement remains as played and is scored. If the rezoning vote fails, the block is removed from the city and returned to the player's hand, ending the player's turn. See below for further information on the political scene in the city.

Note that event cards may expose previously rezoned undeveloped land, so such cards should not be removed when rezoned.

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## SCORING THE PLACEMENT OF A CITY BLOCK

The total earnings for a card placement is the sum of five components. A player receives all values and bonuses that apply; failure of a player to properly count the score does not result in any reduction (or increase) in score, as the cards speak for themselves and every player may properly assist in counting the score. Players must declare the amounts and cards being scored. The score is final when the next player has drawn a card on his turn. The score for the placement of a block can be negative; a players total score cannot be reduced below zero.

- **Card value** The value of the block shown in the stat box on the card.
- **Specials Bonus** The specials boxes on the card being placed and on the cards already in the city yield two kinds of scoring opportunities, respectively. The block being placed must meet all the requirements stated in the specials box on every block yielding a bonus for the bonuses to be counted.
- Any bonus of *Receives #* in the specials box on the city block being placed is counted if its requirements are met. If its box has a penalty of *Loses #*, then the score is reduced by the amount if the requirements of the penalty are met. The

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Receives bonus and the *Loses* penalty are applied only once, when the card is played.

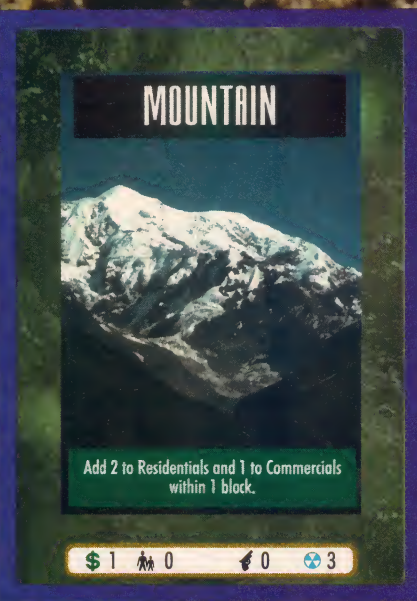
- Any bonus of *Add #* in the specials boxes in city blocks already in the city are counted if the requirements of such boxes are met. If any such box has a penalty of *Deducts #*, then the score is reduced by the amount if the requirements for the penalty are met. In each case, the *Add* bonus and *Deduct* penalties may be paid many times, as often as their requirements are met.
- **Zoning Bonus** When a block is placed adjacent to another of the same zoning type, it may be eligible for a zoning bonus. The bonus is \$1 for each block in the group already in the city, not including the block just added; groups of three or fewer blocks receive no bonus. A zoning bonus is payable if:
  - Four or more blocks of the same zone form a contiguous group.
  - The common zone is residential, commercial, or industrial or if the common zone is undeveloped land and the blocks forming the contiguous group have the same name, including *Forest*, *Mountain*, *Barren*, etc., or the blocks forming the contiguous group of undeveloped land are all water cards, including *Lake*, *River*, *Coastline*, etc.

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In determining whether a zoning group is contiguous and in counting how many blocks are in the zone, adjacent City Services blocks are counted as another card of the same zoning type; however, a City Services card never receives a zoning bonus on its own placement. A zoning bonus never applies to Governmental, Agricultural, or Special zone cards.

- **Complex Bonus** A complex is an interrelated group of city blocks that form a special segment of the city, identified by the first words in the specials box of each city block forming a constituent of the complex. The blocks may be of different zones. The complex bonus is the sum of all the numbers following the complex identification on all the blocks in the complex, including those that are remote members of the complex, but not including the block just added; for example, four cards having *Farm 2*, *Farm 3*, *Farm 1*, and *Farm 1* yield a total bonus of 7 on the placement of the next constituent block in the complex. A complex bonus is payable if:
  - Four or more constituent blocks of the complex form a contiguous group. Identified by their specials box, a few unusual city blocks add to the value of a complex but are remote (not contiguous) from it. For example, a Grain Elevator is *Farm 4*, if within 7 blocks of *Farm Complex*. If the Grain Elevator is within 7 blocks of at least one block in the complex, it becomes part of the

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complex for computing the complex bonus and the size of the complex. It cannot be used to extend the distance of the complex for later played cards. Groups of three or fewer blocks can not be a complex and receive no bonus.

- Every block in the complex, including city services blocks, has the same complex identification (*Farm 2*, *University 5*, and so on) in its Specials box. A Pipeline is counted in an Oil Refinery complex as if it were still a visible card in the city.
- **Scorched Earth Bonus** A bonus of \$5 is added to any card placed on an empty area that had all cards removed by a disaster.
- **New coverage only.** In computing the bonuses payable for placing a *Power Plant* (including the *Nuclear Power Plant*, in which the special box does not explicitly limit the bonus to new coverage), *Telephone Company*, *Police Station* (including *Guardhouse*), and *Fire Department*, only blocks which are not covered by previously placed blocks of the same kind may be counted toward the bonus. Blocks which had been covered by a previously placed card which is no longer in play (due to rezoning, disaster, or otherwise) may be counted toward the bonus.

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- **Counting Blocks** Whenever a special box limitation or restriction is conditioned on the card being within # of another, each card is counted as a block, including the card to which the count is directed and not counting the card from which the count is made. Count from one adjacent card to the next one, taking the shortest path. Unless the special restriction states otherwise, road and rail connections are ignored. Cards which touch only at a corner are 2 blocks distant and are not adjacent.
- **# per turn** In following a card's instructions to *Remove 1 card each turn*, or any similar instruction, one card is removed during each players' turn, not just on the turn of the player who played the card.
- **Connected** A card is connected by road, rail, or power line to another card if a continuous line can be traced by road, rail, or power line (as indicated on the card) from one card to the other; there can be no breaks in the line. Unless the card specifically indicates otherwise, in determining connections other than for sims the effect of a *Rapid Transit Station* is ignored.

## HOW DO THE PHASES WORK?

The phases of the game represent the stages of a city's growth: settlement, village, city, and metropolis. The opportunities and restrictions of each are described

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below. Once a phase has been reached, the city never retreats, even if the city no longer meets the requirements of that phase.

### Phase I - Settlement

**Stat box color:** White cards may be played.

**Limitations:** No rezoning, no disasters, no politics, no long cards.

**Transition to next phase:** When the number of blocks providing sims (with the [symbol]) equals the number of players in the game (4, if there are fewer than four players), Phase II begins.

### Phase II - Village

**Stat box color:** Green or white cards may be played.

**Limitations:** No rezoning, no disasters, no politics, no long cards.

**Transition to next phase:** When the number of blocks requiring sims (with non-zero value [symbol]) equals or exceeds 2 per player (8, if there are fewer than four players), the village is mature and qualifies for transition to Phase III. The city passes into Phase III when a player plays a *Power Plant* in the city; the player placing it receives the Mayor card.

If your deck does not have a Mayor card, use the one supplied in this rule book. If it does not have a *Power Plant*, the person who played the card that met the transition require-

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ment plays the *Power Plant* card supplied in this rule book on his next turn by: taking the rule book *Power Plant* card instead of a normal draw, playing the *Power Plant*, and scoring it normally. Phase III then begins.

### Phase III - City

**Stat box color:** Tan, green, and white cards may be played.

**Limitations:** No long cards may be played (but they may be drawn).

**Transition to next phase:** When the total of all sims in the city is greater than or equal to ten times the number of players (40, if there are fewer than four players) less the amount of the bonus for the largest residential zone in the city, Phase IV begins.

### Phase IV - Metropolis

**Stat box color:** Pink, tan, green, and white cards may be played.

**Limitations:** None

**Transition to next phase:** This phase continues until a player is declared the winner.

If you are playing with a single 60 card deck and are having difficulty advancing past phase I, you can use residences from any phase as phase I cards or reduce the sim requirement to 2. Acquiring a few boosters or a second starter deck should solve the problem.

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## POLITICS IN THE BIG CITY

### Mayor & Disasters

The player who places the Power Plant that causes the transition to Phase III becomes the first mayor. The mayor has two votes on all rezoning votes (in addition to any votes for Council Members controlled by the player) and breaks ties. With power comes responsibilities; when a disaster strikes the city from an event card, the mayor must pay the cost of the disaster from his own funds. If the mayor has insufficient funds to pay for the disaster, the player's account (or cash) is reduced to zero and the office of mayor stands vacant. The mayor may vacate the office by choosing to pay half the listed cost of any disaster; the mayor may play a disaster to precipitate this action.

Whenever the office of mayor is vacated, it is put up for auction. Players bid advertising funds for the office, beginning with the player to the left of the out-going mayor and continuing until all have passed, save one. The player who gave up the office may bid for the office! If no one bids, the mayor card is passed to the player to the left of the mayor. All funds bid are subtracted from the tally of the players who bid, whether or not their respective bids were successful.

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### Election of Governor & City Council Chairman

When the Election event card is played, a governor and a city council chairman are elected. Each player has one vote in the election of the governor, but may buy extra votes for \$5 each. The city council chairman is elected by the council members, but additional votes may be bought for \$5 each. The chairman of the city council gets one vote and breaks ties on all rezoning issues; from this point forward, the mayor retains two votes on rezoning issues but does not break ties and still pays for disasters (except for the first one after each election, which is paid for by the governor). All costs for votes are subtracted from the tally of the players, whether or not the votes are successful.

### Agreements, Deals, Bribes, Blackmail & Bounties

Just as in real politics, agreements, deals, bribes, blackmail and bounties can be an important aspect of the game. They add to the fun and, if used correctly, can help you win the game. Early in the game, players may choose to agree to place mountains in the north, farms to the west, and homes in the center, leaving the south and east for commerce and industry in the later phases of the game. These early agreements will give your city structure and should help all players' earnings.

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In phases III and IV, players will make deals with each other to support each others' rezoning requests. Players may offer bribes to get particularly valuable blocks rezoned. Blackmail may also become a valuable tool (for example, you may threaten to play a disaster on your turn if the mayor does not agree to assist your rezoning plans). The mayor (and any other player for that matter) may offer a bounty to players who place cards that provide protection from disasters. The dollar amount offered as a bounty or bribe may not exceed the total score of the card to be played.

In contrast to real politics, however, there are a few rules regarding the use of agreements, etc. They are:

- There is no penalty for failing to honor your part of an agreement, etc.
- Agreements, etc. should be used to improve your chances of winning. It is poor sportsmanship to use deals to funnel money to another player for the purpose of throwing the game to that player rather than another.
- Agreements, etc. can be discussed at any time, but must not unduly delay the game.
- Deals cannot include trading of cards.
- If money is involved, it cannot exceed the amount that the expected play will generate.

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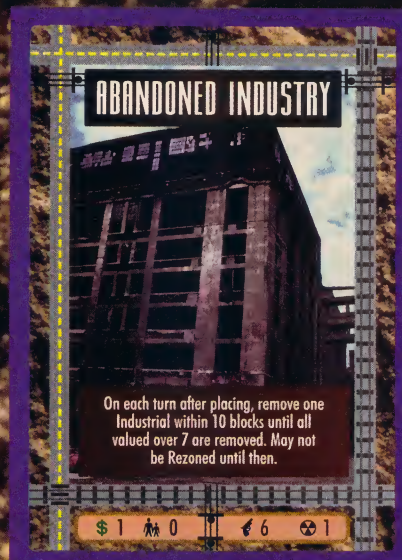
## OTHER WAYS TO PLAY

### Combat Play: Dueling Suburbs

In this variant, each player takes the role of a suburban mayor. Gone is the need to slowly grow a well-balanced city for the good of the sims of the city; now, you must outgrow your rival mayor for maximum economic return. In this variant, all rules apply except (and these are very significant):

- Each player plays from his own deck into his own city. As the cities grow close together, no further cards may be played which would overlap a card in the other player's city.
- Phase changes are ignored; each city begins in Phase III and can not advance to Phase IV. Long cards are not used.
- Cards may be placed as an upgrade, but not as a rezone.
- Event cards can be played to affect either the player's own city or the opponent's city.
- Certain cards have been included in the mix of cards to enable uncivilized activities commonly undertaken by unscrupulous mayors in furtherance of their plans and may be included in player's decks for special, offensive activities. In the case of *InterCity Station* and *InterCity Highway*, play

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ers may place cards in their opponent's city in vacant spaces adjacent to existing blocks in addition to the ability stated on the card to upgrade cards in an opponent's city; any such block placement must be legal in all other respects. Identify cards played in the other player's city with a marker (like a glass pebble).

As players gain experience with this style of play, certain new cards and/or changes to existing cards may appear desirable; if these are communicated to Mayfair together with any rules questions particular to this style of play, we will endeavor to post and/or otherwise share this information with other players who enjoy this style of play.

### Solitaire

In this variant, a single player tries to maximize the score achieved from a play deck. Cards are played as in the standard game, but the player's hand is limited to seven cards at all times. If there is no legal play, the eighth card must be discarded. Only the top card on the discard pile may be drawn in lieu of drawing from the regular draw pile. The object of the game is to score the maximum amount possible for the deck.

We recommend that a relatively small, well-balanced deck be used in this variant. Players may share the composition of

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their favorite solitaire decks and the maximum scores attained with Mayfair, and we will endeavor to post and/or otherwise share this information with other players who enjoy this style of play.

Designed by:  
Darwin Bromley, Louis Rexing & Tom Wham

Development by:  
Darwin Bromley

Card Layout & Design:  
Chris Vande Voort

Card Preparation:  
Ramon Mascarenas

Rules and Card Edit:  
Doug Tabb and Jay Tummelson

PR/Card Management & Development:  
Faith Price

Accounting:  
Kathy Drenth  
Rules Assistance:

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Trella Wilhite

Development Assistance:  
Peter Bromley, Joe Roznai, Larry Roznai, Elaine Wordelmann, Bill Wordelmann, Candy Rexing, and Steve Poestrel

Play testers:  
Kathy Drenth, Josh Drenth, Jason Lucas, Faith Price, and a host of other, unmentioned faithful who know how important they were to making this game fun.

Card photography:  
Ramon Mascarenas, Bonnie Perl, Faith Price, Chris Vande Voort, Scot Yonan, Darwin Bromley, Peter Bromley, Joe Roznai, Lou Rexing, Jay Tummelson, Al Hoerth, Kat Hoerth, Jen Akkers, Paolo Galli, and Michelle Neibling. Certain photos used in cards were drawn by permission from CD-Rom media and are ©1993 Corel Corporation, ©WEKA Publishing 1995, or ©Sense Interactive Corporation 1995. All rights reserved. Corel is a trademark of Corel Corporation. Some photos used in cards were drawn by permission from the CD-ROM *Vintage* from Seattle Support Group.

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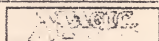
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# Four Corners

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KARL ANDERL

I just flew back from GAMA in New Orleans... and boy are my arms tired. (Sorry, I couldn't resist that).

GAMA was an opportunity to get some firsthand information on several games. Most exciting was the new Star Wars game planned by DCI... As a child of the 70's, I was weaned on Luke, Han, Chewie, Darth, Greedo, and that dork C-3PO. Star Wars is going to be a game of combat rather than of plotting, as with Star Trek:TNG. Players will choose to play the dark side or the good guys and it will have Limited and Unlimited versions (of course).

SimCity was also very well represented. I have to admit that initially I was skeptical that SimCity would be fun but now I can't wait to get my hands on it. It reminds me of the old game, "Water Works" and it should be a tremendous game.

Ultimate Games was there with Ultimate Combat!, a martial arts game, where players use various styles to fight each other. The game flows smoothly and has enough tongue-in-cheek elements (such as Body Odor and Bad Sushi) to be a really enjoyable game.

Towers in Time is an easy to learn, fun game of fantasy/mythological cards. Similar to M:TG but not a copy. It has good art and interesting expansions that will keep on selling for a long time.

Precedence is still in the planning stages for their upcoming game, Gridiron - a game of fantasy football. Finally, someone is going to make a game for me! (Remember - you guys at Precedence said I could help playtest.!!) I also got to play their game, Slasher, The Final Cat. Talk about a great beer (...tomato juice) and pretzels game. This is a blast but has to be played in the right frame of mind to be fully appreciated.

If you enjoy Jyhad or Rage, you may really enjoy playing Vampire: The Masquerade or Werewolf: The Apocalypse, from White Wolf Studios. Doomtrooper players can pick up Mutant Chronicles and play it, since Doomtrooper is based on Mutant Chronicles.

Echelons of Fire/Fury have been warmly received, with Fire easily out-selling Fury. There's a definite thrill in having your A-10 strafe some Soviet

armor. I don't know if there are any expansions planned for the future, but I certainly hope that there will be. They could do scenarios or vary the nations whose forces they print. I'd love to have some Leopard tanks and Tornado fighter/bombers.

In closing, I would like to say that all of the companies at GAMA were represented by friendly, competent professionals.

Special Event: June 3, 1995 The Ice Age Tour stops by our store. Magic artists Dan Frazier and Doug Schuler will be dropping in to promote the newest Magic Expansions.

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RON KARNACK, JR.

It appears that our players have no lack of card games to play this Spring. Several tournaments were held in the area, as well as the formation of two leagues that we know of; one being from our local Air Base to the north.

Overall, it would seem that the Magic singles rule again as the top contender of card sales, although we have been racing through the Revised Boosters and Legends Commons due to a whole new lot of Magic players who want cards to play with and just can't seem to compete with the "wheelbarrow" players. We eagerly await Ice Age and hope that this set will perpetuate the market and not send it spiraling downward.

## STAR TREK CARDS

With new expansion sets on the horizon we have found that more of our collectors are now actually playing the game. Finding these cards on the "net" or anywhere else is getting pretty challenging. Major retail stores in our mall have been swamping the area with this game. That makes it hard to compete and we do not deal in singles for this game because of the complexity in obtaining singles to sell. I think that Decipher needs to place a gold bar in each pack because gold is easier to find than these cards. Once again, apportioning and rationing works for the manufacturer and NOT the seller or customer.

## WYVERN

Yet another game difficult to find! We are doing our best to gain access to the Unlimiteds since our Limiteds lasted all of 24 hours (no kidding!). I have a plethora of customers and other retailers around the State asking us about this game and, as I talk to our colleagues around the country, we

find were not alone in this quest.

We expect releases of a whole new batch of collectible card games this Summer. We have found it difficult to choose what will best serve us and the customer. Our buying public is extremely conservative here, as elsewhere in the region, and most are not leaping into another game. We have found so far that a consensus has agreed that Blood Wars is very "murky" (their term) in rules much like Magic and can be more difficult to master and learn. Galactic Empires has even the Starfleet Battles people scratching their heads. Illuminati is still a popular game among sects of Steve Jackson fans as well as newcomers. A large group (including myself) are awaiting the Cyberpunk decks from WotC; and a LARGE group is hoping that Jyhad's revamp, Eternal Struggle, will clarify and help to make it better, allowing brand new players to finally make some sort of sense out of it (many commented that the combat systems need help).

## COLISEUM OF COMICS

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PAUL H. LEWIS, II

Hello once again from the Sunshine State. The CCG market continues to grow in leaps and bounds. M:TG, Star Trek, I:NWO and even Jyhad are still selling strongly, showing the world that CCGs are here to stay and are not just another fad like pet rocks. Though I must admit, my pet rock is still thriving.

Magic is still the reigning champ as new people are constantly being introduced to the hottest game around. Not a day goes by that I don't see a new face looking for Magic singles for their deck, a place to play or an introduction to the world of M:TG. The best part about this game is the fact that it has an international appeal, making it hot not only here but worldwide. Imagine this: the world at peace, people gathering together to play Magic in a world filled with love and joy... OK maybe not that hot, but pretty close! Ice Age is due out very soon and a lot of people are looking forward to the new cards. I have even seen some people dumping their current collection of Magic cards with the intention of playing strictly with Ice Age cards, and from what we have seen in the promo cards, this set looks very promising! I don't know if it's me, but don't the cards that we have seen so far look like souped-up versions of Revised

cards. Let's keep our fingers crossed! Single card prices on all the OOPs, Arabian Nights and some Legends continue to rise, and I've already seen some people putting a \$225 price tag on a Black Lotus. The demand for some of these cards is just so unreal. When I can get OOPs cards in, they are usually gone within a day or two and that's if I don't send them out mail order! I don't see an end to the demand for these cards, however, I think they will level out soon, maybe after Ice Age hits and we get a better look at what is in this set!

Star Trek continues to sell at a very brisk pace now that we have a constant supply of the cards available. The Bridge crew and Enterprise are the best sellers in both editions, which is as it should be!

The new expansion set, Alternate Universes, is coming out very soon and it will help to continue the interest in Star Trek. Also due out soon is the new Star Wars game which could outsell Star Trek if it is done right! I'm already getting people wanting to order it. Keep a look out for this one!

I:NWO and Jyhad still sell well, however, with the new changes in the Jyhad cards and the lack of Starter decks for I:NWO, this trend could change. Let's hope that the new expansion set for Jyhad (or is that Vampire: The Eternal Struggle?) will keep the interest of the current group of players and generate interest from those who are exposed to it in the future! Doomtrooper is slowing way down and needs expansion help fast. Spellfire, D.O.A.! Speaking of Spellfire, the surprise of the month is how well Blood Wars is doing. Can you say sold out? Well that is all my ramblings for this issue. I'm off to tune up my black/red deck... Until next time, may all of your duels be swift and victorious!

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JOHN M. CORRADIN  
CARD PRICES

The first quarter of 1995 has brought us some dramatic price trends. Magic, which always leads us down the twisted path of prices, remained relatively stable. However, Black Lotus (\$175 Mint), Moxes (\$125), Mirror Universe (\$80) and a couple of dozen other Rare Legends (many in the \$24-\$30 range) experienced yet another price surge. Star Trek:TNG cards have stabilized.

## SCRYE Regional Advisors Retail Market Reports!



# Four Corners

ST:TNG complete sets plummeted from a high of \$1600 to as low as \$700 before rebounding to \$1000, but the market is likely to bounce back since the collector base is still enormous and growing. Look for a sharp rise in prices as soon as the first expansion hits the shelf. The expansion called Alternative Universes, along with the success of the TV series Voyager and the release of Generations to the home video market, should create the needed spark.

## WARNING

Wizards of the Coast is going to be printing both Ice Age and Chronicles every month for a year. However, they have not committed to how many they will print each month and, with Fallen Empires fresh in their minds, I predict that both expansions will be fairly Rare on first release. Many mail order retailers are offering discounts for pre-orders on these expansions, however, it is unlikely that they will be able to guarantee when you will get your cards. My advice is to deal with your local store where they know you. They will deal with you squarely and keep their promises, if possible.

Collectors Beware - In regards to the above products from Wizards, don't pay higher than retail for these products because they're scarce when they first come out. After a couple of months of printing, the prices will level out at normal retail. As for the swell of new games, look for original art and high quality production attributes that help preserve your investment. Using your own values as to what it is that you want to collect will at least make you happy.

## GAME PLAYING TRENDS

There doesn't seem to be a particular type of deck which is dominating the tourney circuit. Recently the most sought after card on the circuit is the Juzam Djinn, but I'm not quite sure of the reason.

In the past, I have always talked about decks that I have observed which were successful. Realizing that you must be curious about what kind of deck I use, I decided to share my latest concoction which has fared very well.

"Honey, I Blew Up The Kids Deck": Serra Angel, Spirit Link, Counterspell, Time Walk, Rabid Wombats, Unstable Mutation, Mana Drain, Giant Strength, Zephyr Falcon, Invisibility, Braingeyser, Berserk, Verduran Enchantress, Holy Strength, Ancestral Recall.

This deck starts a little slow, but you must show patience. Once it gets rolling, you can usually win in two or

three rounds.

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**KEITH DOMBROWSKI**

Greetings...we are slowly being buried under mounds and heaps of accessories while the vain search for "just one more foot of counter space" goes on.

On the subject of card games, we have the latest from the folks at TSR, Blood Wars. Based on their Planescape campaign setting, Blood Wars can be played by two to infinity, although four or five is optimum. Players use warlords and legions of other planar creatures to capture battlefields, with the first player to reach a set number of victory points being declared the winner. The deck construction is pretty rigid, with a chart of how many of each card type is allowed in various deck sizes included in the rulebook. Play is a bit more complex than most, but TSR appears to have thought out the rules much more thoroughly this time. From a collector's standpoint, the cards appear to be printed on the same card stock as Spellfire, with the back portraying the Planescape symbol. The artwork, while not completely new (I saw pieces of art from the boxed set and monster manual), is definitely a step above that of Spellfire and does seem to contain new and original work.

On the WoTC front, we have a nifty little piece called The Great Dalmuti. This one starts out as a riot right out of the box with "Life Isn't Fair" for a slogan. The Great Dalmuti keeps to this theory with the players not only changing ranks every turn but chairs as well! The 80-card deck is printed by Carta Mundi and looks like slightly skinny playing cards with beautiful medieval artwork on every card. Designed for 5-8 players and including everything you need to play in one box this one makes for great evenings... fun for all ages!

Well, that's the last of the stones. The dump truck should be here soon with the next load, so I'll have to go or get buried when they dump them. Until next time, keep your cards out of the ketchup and watch out for card eating and other planar creatures!

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**JOSHUA HALL**

Help! The Rogue Borg has invaded my home and assimilated my cat!  
Hullo from K'zoo. With the Magic

Revised Edition finally being produced regularly, we are preparing to launch a series of tournaments. Illuminati is still selling well. On the Edge Cut-Ups has just arrived. Star of the Guardians is selling well, due largely to personal appearances in town by both Don Perrin (the designer) and Margaret Weis (the inspiration). Blood Wars has also been released and is selling much better than Spellfire did at the beginning. The Magic Comic Book, Shadow Mage, has been on the rack for a week now and seems to be a solid fantasy comic.

## THE COLLECTOR'S MARKET

What can I say. The surge of collectors selling collections before Christmas has resulted in the lack of collections coming in during the past few months. Our stock has seen some impressive additions in the past few weeks, but nothing compared to what was coming in during the Christmas season.

The top cards in demand remain (and probably will always remain) Black Lotus, Moxes, Icy Manipulator, Force Field, Gauntlet of Might, Ali from Cairo, Guardian Beast, Carrion Ants, Killer Bees and Mirror Universe. We have these come through occasionally and they last an average of 3 or 4 hours. Needless to say, if you have any you don't need, let us know...

As for collectors looking for cards from other games, Star Trek: The Collectible Card Game tops the list. Most of the Bridge crew sell quickly, but we still manage to keep some of them on hand most of the time. Illuminati is the next in line and several of my regular customers have decided to work on sets. We will shortly have singles available for sale. We have also experienced a recent surge of calls for Spellfire singles. Our stock currently consists of only those cards from the original series. If this new demand continues, I may be convinced to open up some of the expansion sets for singles.

## SOAPBOX TIME

There are a lot of people who see Magic as a money-sucking monster. In an uncontrolled environment, it can be. However, our group of players have avoided this beast. We play in what could be termed as a Controlled Environment. Each of us purchased 10 Booster Packs (called a One-Fifty). As each of the Expansion Sets was released we were allowed to add two packs to each of our One-Fifty's (some of us have had as many as ten at one

time). We disallowed trading or the purchasing of single cards to augment a deck. The only changes are by the winning or losing of Ante. Each player may then make a deck from the cards available within each One-Fifty. This requires all players involved to trust one another. Once that trust is established this style works very well. This has worked very well for my friends and myself. I cannot recommend it enough as an alternative to The Duelist Convocation deck construction.

## EAGER ANTICIPATION

Despite the fact that I do not own a DOS based compatible computer, I really want to see the Magic Computer Game from MicroProse. The demo at GenCon was quite impressive. I am also eager to see the Star Wars card game from Decipher in August.

Catch ya on the flipside...

## GALAXY

**#6-149 FULFORD GANGES ROAD**  
**SALTSPRING ISLAND,**  
**BRITISH COLUMBIA, CANADA V8K 2K5**  
**(604) 537-1337**

**ALEX KLENMAN**

Magic continues to lead the way as far as collectible card games go. No other game has even come close to challenging M:TG, although Star Trek had a nice run going for awhile... a lack of diversity in the game has hindered Star Trek's growth. With Magic, if you get bored playing your deck, you can always change colors, or build an entirely new deck with a completely different emphasis. However, with Star Trek:TNG, it really is the same old thing no matter what kind of deck you're playing. Quicker release of the upcoming expansion sets would really help Star Trek.

## REVISED RUSH

The last few weeks has seen our store field a lot more calls per day for Revised Booster boxes. Obviously the rush is on as the last shipment was, in fact, the last shipment of the current Revised. So what will be dropped from the print? We've heard all the rumors, with Fork the only one showing up consistently. The fact that it can help you abuse some out-of-print cards (Berserk) kind of lends credence to the rumors.

The thinking here is that cards on the tournament restricted list have a darn good chance of being dropped. WoTC has admitted that they do not like the fact that a restricted list was necessary. With that in mind, it doesn't seem logical for WoTC to continue to print cards on that list. Make sense? We think so. Likely candidates include

SCRYE Regional Advisors Retail Market Reports!



# Four Corners

Braingeyser, Mind Twist, Wheel of Fortune, and Demonic Tutor...we'll have to see. By the time you read this we should all be happily opening the new packs.

## HOT CARDS

Hot Revised cards include Fork, Serra Angel, Royal Assassin, Shivan Dragon, Dual Lands, and Birds of Paradise. Discontinued cards, particularly from Unlimited (as opposed to Alpha & Beta) continue to be all the Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall, Berserk, Chaos Orb, and Forcefield. Arabians are still the favorite expansion, with Ali from Cairo, Guardian Beast, Jihad, Erhnam Djinn, Diamond Valley, Library of Alexandria, City of Brass, Island of Wak-Wak, Khobal Ghoul, and without a doubt Juzam Djinn being the real movers. Antiquities on the move include any of the Micro's Factory cards, Strip Mine, Candelabra of Tawnos, COP Artifacts, and Feldon's Cane.

Hot Legends include Uncommons like Fallen Angel, Spirit Link, Mana Drain, Bloodlust, Whirling Dervish, Rabid Wombat, Storm Seeker, Sylvan Library, and Underworld Dreams. Hot Rare's include Carrion Ants, Mirror Universe, and Killer Bees (although the Bees are rumored to be coming back in Chronicles).

There seems to be a bit of a holding pattern going on with many buyers as the 4th Edition and Chronicles sets are bringing back cards from earlier expansions.

## COMBOS

Hot combos have been few and far between lately. Although none of these are earth shattering, try Ball Lightning with Puppet Master or Dance of Many. Tracker with Sorceress Queen can be fun. Thelonite Druid and Sword of the Ages is nice, as is Hidden Path with Gaea's Leige in a Thallid deck. Use your Equinox to protect your Land (creatures) after you cast Living Plane or Kormus Bell.

## OTHER GAMES

Doomtrooper continues to sell well. The combination of a solid game and great artwork makes this game a winner. TSR's Blood Wars is also doing well, we'll have to see if it is as appealing after a few games. Star Trek sales have dropped dramatically, with the single card market also cooling off. The game needs a serious boost from expansion sets. Echelons of Fire (and Fury) have found a small following, mainly appealing to wargamers. The collation seems to be a bit of a problem though, with some cards showing up over and over and others not at all. Demand for Wyvern rares has been steady, selling in the \$10 - \$20 range.

## OBSERVATIONS

A few random thoughts about the current state of the hobby:

Watch it! It's time for everybody (manufacturers, dealers, collectors, gamers) to take a look at the card game market.

The market is getting saturated with card games now. A few will sell well, but many will fall flat.

It is getting tougher and tougher for manufacturers to find shelf space. If you make card games, better make sure you have a good one before you print.

Finally, collectibility is secondary to playability. If the game plays well after 20 or 30 games, it will survive. If the game is lame, it will die on the vine, no matter how "collectible" it may be.

## THE GAME MASTER

26-13 BROADWAY (RT. 4 WEST)  
FAIRLAWN, NJ 07410  
(201) 796-7377  
STEVE MCCAULEY

New games include Echelons of Fire/Echelons of Fury, TSR's new Blood Wars, The Cut-Ups Project, the new expansion for On the Edge, along with a flurry of others. Yet, despite the proliferation of card games, each has its benefits. Magic is still the dominant game, but the ease of use of Echelons of Fire, the intrigue and (finally) new graphics of Blood Wars, lend each a boost. We are still waiting for the release of the Star Trek expansions and are anxiously awaiting Ice Age, Chronicles and the highly-awaited Star Wars game. In fact, Ice Age cards have already been making appearances in the marketplace.

The current issue of The Duelist released the newest convocation rules for Magic, and many of our younger players have thanked Wizards for the Type II tournament. It prohibits the use of spoilers and the ultra powerful cards from the Alpha through to the Legends sets.

The tournament consists of only Revised, The Dark and Fallen Empires cards. Many powerful decks have already been seen, and a number of Common and Uncommon only decks, have begun resurfacing. We've even been hearing rumors that the Type II tournament will replace the Type I tournament when Ice Age comes out, with Ice Age becoming the second tournament.

Star Trek and Illuminati sales have declined but we still sell them, along with Doomtrooper, On the Edge, Jihad and Galactic Empires.

We are still able to supply many of the out-of-print cards like Black Lotus, Moxes, Icy Manipulators, etc. We are pleasantly surprised by the sustained

interest in these cards and have attempted to keep up with the demand. Many new players are looking for them so that they can effectively compete.

## GATOR GAMES & HOBBY

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SAN MATEO, CA 94403  
(415) 571-7529  
JEAN SEABORG

## MAGIC & THE INTERNET

People are still selling their collections as prices are at an all-time high. Everyone is still guessing and hoarding cards that they think will be taken out in the 4th Edition. I see myself running out of cards such as Mana Shorts and Sleight of Minds. Normally these cards are always in stock. The 4th Edition Magic beveled borders return with the richer card color and new clarifying text on many of the cards.

As for Internet, prices seem to have settled down somewhat from the craziness of the last two months. The only card still to be climbing is the Black Lotus that is now around \$135 to get a winning bid. Moxes seem to have stabilized around \$90 to \$100.

## FOREIGN LANGUAGE CARDS

Oscurita is the Italian Name for The Dark. I've been talking to Paolo and Alberto, two boys from Milan, via the Internet, and have found that almost all of the boxes are already gone due to pre-orders taken by Italian Stores. The most popular Dark cards are: Merfolk Assassin, Blood Moon, Ball Lighting, Warbarge, Fountain of Youth, Maze of Ith and Fellwar Stone. The most popular Magic cards in Italy are Arabian Nights, where Commons go for Italian Rares.

There are rumors that there will be an Italian translation of Legends printed and pre-orders are already being taken on the Internet for boxes of Legends at \$500 a box.

Italians are still waiting for their white-bordered cards to be released. Black-bordered French cards were out in March.

## STAR TREK: TNG

Decipher and Parker Brothers will be introducing a new intro 2-player version that will be mass marketed. Each box will be the same but each set will contain a new additional white-bordered card that changes with every 300,000 games sold. The boxes will be marked accordingly so that you can tell that the card is inside. The First Edition card planned will be a Next Generation version of Spock. Once the card changes, it will be out of print.

The mail-in-coupon that will be included in the Star Trek Player's

Guide will be a black-bordered Data Laughing Card, an exclusive printing of 500,000. So make sure you pre-order yours today.

## BLOOD WARS &

## STAR OF THE GUARDIANS

These products have come out in the last two weeks and are selling slowly. Those who have played Blood Wars think it will do better than Spellfire. So far there are no negative comments on Blood Wars. Star of the Guardians is either liked or disliked. There seems to be no in-between. Most have said that the rules could have been written more clearly.

## GRANDIN VIDEO & GAMES

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(403) 458-3312  
JOHN ENGLE  
WHYTF KNIGHT  
#201 10326 62ND AVE.  
EDMONTON, AB, CANADA T6E 1Z8  
(403) 439-5299

The days are getting longer and so is the shelf life of so many of these new CCG's. Magic still shows no signs of slowing down, except for Fallen Empires. Jihad & Spellfire have lost a lot of momentum. Galactic Empires Primary, Illuminati, Wyvern, and Doomtrooper have not been quite what some retailers were hoping for.

Magic: Fallen Empires is everywhere in good supply and at very good prices for the players, averaging \$2 + tax CDN (~\$1.40 US). Revised Boosters are back in stock at the moment and average about \$3.50 per pack. Starters are still in short supply. Customers and retailers alike are anxious for news as to when the 4th Edition is going to replace the Revised, and what the revisions will be. The Dark seems to be more appreciated by the Magic player since Fallen Empires came out, and packs can still be found for about \$9 (~\$6 - \$7 US).

Legends is still available in sealed Booster packs in some places in Alberta, at well over \$40 per pack! I have seen complete boxes sold on the Internet and CompuServe for about \$1,000 US!

Arabian Nights is in high demand, as usual. I have seldom seen nor heard of any sealed packs or boxes for sale in Alberta, but they do occasionally surface for about \$40 to \$60 a pack (~\$30 - \$50 US). One reputable Canadian CCG retailer advised me that he had sold a box for \$4,100 Canadian dollars (~\$3,000 US).

Jihad is not hard to find, both at national gaming stores and local stores, for about \$3 per Booster; \$10 per Starter. This excellent game about the undead, needs some new life at



# Four Corners

the retail level. WotC has promised this with the recently announced upcoming release of the white border, Vampire: The Eternal Struggle. In the meantime, it is great to see the loyal players able to easily collect the cards for their set, without having to worry about shortages.

Spellfire has little fire these days, sort of like a pilot light in a furnace waiting for some real action. First Edition Boosters, Ravenloft, and Dragonlance are readily available at good prices. We dropped our Starters down to cost to encourage some new players to try the game and have seen some success. The newest Booster series, Forgotten Realms, is due out by the end of January and TSR has announced some more expansions for later this year. The player's guide is due in June, as well. It's great to see TSR continuing to support and develop the game. Hopefully they will have an email address soon to answer questions from players. Jim Ward has been very helpful answering our questions on the game.

Star Trek, the CCG, is definitely another winner; easily rivaling Magic sales for the Limited Edition, and for awhile with the Unlimited. There are a lot more collectors of ST:NG who are not players, unlike other CCG's. Limited Edition Starters and Boosters are very hard to find in the Edmonton region. We currently have the Limited Edition Boosters and Starters available in special collector's packages with other Star Trek stuff, all at suggested retail. On the b-boards, Limited Boosters were going for about \$275 US and Revised for \$225 US per box of starters.

The Unlimited Star Trek has slowed down considerably. Players are really getting bored with the cards; we need the new expansion to give the game some new life. The revised rules, in the just-released Unlimited Edition, has nicely fixed some loopholes in the game. Unlimited Boosters and Starters are still at suggested retail and Limited Edition Boosters can still be found quite readily at suggested retail as well.

Wyvern: This dragon-slaying game has started off a little above average where sales are concerned and shows some promise of getting a small foothold in the CCG market. The rules are fairly straightforward and the game plays much simpler than M:TG.

The Galactic Empire Primary Edition substantially improved over the alpha release. The few who have played both it and ST:NG agree that GE is a far better multi-player science fiction game than ST:NG. Sales are slow and Boosters/Starters are in good supply in the Edmonton area at sug-

gested retail for the most part. The retailers could use some help to really get this game moving: such as full-size posters, promo kits, shelf talkers, and the like.

Echelons of Fire/Fury has play mechanics more closely resembling Magic than any other to date. I was really disappointed to open a Booster pack and find so many duplicate cards. In one Booster pack of 15 cards, I had 5 identical cards of one specific card, 3 of another, and 3 again of another, then 4 unique cards. Bloodwars: Not a lot of retailers gave this game a try, unfortunately. Some places are charging up to \$9 per Booster pack, due to the short supply at the retail level, but they can be found at suggested retail in many places. I like the fact that there are more ways to win and combat in Bloodwars, but I am disappointed TSR released such a limited amount for the first print run.

On The Edge: I had hoped things would pick up for this great little game with the release of the Cut-Ups expansion. But not so; sales are still slow and not enough players are taking to the game yet.

There has been a lot of interest in Ice Age, Star Wars, Chronicles, Battletech, and Highlander, in that order.

**HEROES & HITTERS**  
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**BILL HALL**

Ice Age Fever (maybe WotC will name one of the cards that!) is spreading. We are also still experiencing numerous new cases of Magic addiction. My dream - an Age of the Artificers expansion set. After all, it was the war between the brothers Urza and Mishra that plunged Dominia into the Ice Age. Am I alone here?

The most sought after card in Arabian Nights is the Mox-stealing Aladdin. At \$26 it doesn't stay in the shop a full day. That old Mox-protector, the Guardian Beast, is struggling with the dreaded... \$50 price barrier. Which will win?

Players love Legends and continue to snap them up even though there is roughly a one-in-ten shot that the card they are buying is going to drop in value after Chronicles is released.

Prepare for an explosion of Killer Bees /Carrian Ant decks (Raising, of course, the value of Bayous.) Storm Seekers will probably appear in the same decks. Legends, the Expansion set of Champions?

The Dark gives us the Mox of the future - the Fellwar Stone (\$6): Ball

Lightning for any amount that involves getting change back from a ten.

The Revised card that is all the rage; the Fork, of course.

Our solution to the Mox/Expansion set dilemma was to have our first Revised Fallen Empires Tournament. We saw many new faces which more than made up for the Mox Mavens who refuse to play when everyone has access to the same cards.

Out of fairness to the Brotherhood of the Mox, it was the Legendary Fred who won the tournament. Not only did he do it without Moxes, he did it without any Fallen Empires. His deck was two complex to detail here, but I did see him win a game in the final match with the old Channel/Fireball trick - with a Sol Ring kicker. What a classic!

Jesse, who came in second, had only 5% Fallen Empires. Star Trek prices have stagnated as if everyone is Trekking out. Using my 20-20 hindsight, lack of play flexibility and the use of stale photos, instead of eye-popping new artwork. Single sales, except the Bridge Crew, are slim to non-existent.

You be the Judge (Three questions I couldn't resolve without consulting Wizards of the Coast);  
 Q. You cast a Mana Clash and bounce it off your Reflecting Mirror. Does your opponent have to flip both coins?

A. No, but if your opponent had cast the Mana Clash you could use your Reflecting Mirror to make your opponent flip against himself.

Q. When you cast Winds of Change, does the card still count as part of your hand for the new draw?

A. No

Q. If you have both the Library of Leng and Land's Edge in play does that mean that you can discard a Land to your library to do two points of damage to your opponent?

A. No, because the Library of Leng works only if you are forced to discard and in this case the discard is optional.

If you don't own any Elephant Graveyards (from the ARABIAN NIGHTS expansion), you better get them now, before ICE AGE doubles their value!

**HEROES UNLIMITED, INC.**  
**259 E. IRVING PARK ROAD**  
**ROSELLE, IL 60172**  
**(708) 980-1080**  
**TOM KLEIN**

March Madness seems to be extending throughout the year and I'm not talking basketball here! In Scrye #6 I touched lightly on the topic of Magic Tournaments and how we've

been hosting weekly tournaments at the store. Stores all around the area are opening their doors to this type of play: clearing space and providing a playing area, whether it be for a small group of 8-16 or a packed house of 100. One nearby retailer hosts groups in the store basement while another has already sponsored tournaments in a local banquet room. Motives vary from encouraging the growth and popularity of the game to the obvious profit angle.

By sponsoring tournaments on site, we were able to provide tournaments at no cost to the players and allow them the opportunity to trade amongst themselves. Prizes were dictated by local trends and included Moxes or packs of Arabian Nights. Unlike basketball's Sweet Sixteen, participants received minor prizes after winning 2 rounds. We progressively increased the prize value for each successive round. Naturally, car sales were limited to Heroes; after all, we do have a landlord!!

Our Friday night success is due in large part to the help of local Magic enthusiasts and store regulars: Allen, Joyce, Cliff, Mike, Len, Dave, and Jeff. Allen and Cliff organize and judge the adult tournaments while Lenny and Dave have judged our expansion program for players under 14; a Type II tournament. All will admit we've been bursting at the seams. So...we've made plans to expand to local hotel banquet facilities in a couple of weeks.

However, success necessitates changes. We will have to charge a nominal fee for tournament play to offset hotel expenses created by the move. Also we're proud to offer a new concept: players have the opportunity to sell, as well as trade. We will create a Seller's Badge that will be sold to people wishing to sell single cards; hopefully providing a bigger source for those players interested in purchasing cards, not just trading.

## MAGIC

Ouch!! Fallen Empires is still falling...single packs are now offered at 6/\$5.00, compared to the suggested retail of \$1.45. Did I really say they wouldn't reach Spellfire lows...I stand corrected.

## TOM'S TOP PICKS

If that tax refund is coming, you might want to consider Tom's Top 10 for \$50 and over!

Time Walk	Black Lotus
All Moxes	Time Twister
Ali from Cairo	Mirror Universe
Word of Command	Forcefield
Guardian Beast	Gauntlet of Might

## STAR TREK

Monday night continues to be Star



# Four Corners

Trek night. Many of the players, however, are beginning to play similar decks. They're looking ahead to the release of the expansion set. Hopefully there won't be the delays involved, as with the original product! Calls continue as collectors attempt to complete their sets; all needing Rares.

Since the doors are already open and the space available, plans are in the works for other tournaments to be held on Monday nights, as well. This includes: Magic, Galactic Empires, and possibly Illuminati. The new time slots will allow us to experiment with other types of Magic tournaments, such as 5-player or sealed decks.

I've managed to clear the overstock of On the Edge and Spellfire. Sales mount steadily for Jyhad, Illuminati, and Blood Wars for TSR. The news that Jyhad was discontinued sparked a definite revival or interest. Calls continue to come in for the much anticipated Ice Age, Chronicles and 4th Edition Boosters.

## HOBBYCRAFT, INC.

800 EAST DIMOND BLVD, SUITE 136  
ANCHORAGE, ALASKA 99515  
(907) 349-5185  
RANDY LOCKARD

Well, it seems that every time I turn around someone somewhere is whining and moaning about Fallen Empires. I have heard complaints from stores, distributors and even other Regional Retail Advisors too numerous to count. These complaints all center around how slowly Fallen Empires is selling.

So many stores are overstocked on Fallen Empires that they are starting to panic. I have seen large numbers of stores selling Fallen Empires. Booster packs at reduced prices, and I have heard of stores selling boxes for as low as \$39! These same stores are going to wish that they still had some of it come next Spring when it is worth \$10+ a pack! There are many of you reading this who don't believe that Fallen Empires will ever reach that price. I only have a few arguments to make against you: Black Lotuses, Legends packs, Antiquities packs, Unlimited packs and so forth! Still want to argue? Write to me.

A couple of issues ago I stated in my article that if you sent in some of your favorite combos I would try to use some of them in an upcoming article. I have had a great number of responses from this, so here are a few of them:

1) Drain Lives and Initiates of the Ebon Hand. Trade your colorless for Mana through the Initiates and maybe even throw in a Channel and Sol Ring. Works great with multi-colored decks.

2) Atogs, Hives, Argivian Archaeologists, Grave Robbers, Tablets of Epityr, Urzas' Chalice, Ashnod's Transmogrants, Dwarven Warriors, Tawnos' Wands, and ALL zero casting cost Artifacts can make a deadly deck. Make Atog unstoppable with Dwarven Warriors or Tawnos' Wand, pump'em up by sacrificing Artifacts no longer useful, like Black Vises. Take lives for it from the Tablets. Take lives from it with the Grave Robbers or bring it back to feed him again later with the Archaeologists and maybe even throw in a few Firebreathing. End result: Not a fast deck but lots of damage to your opponent and loss of life points for you. Nyah, Nyah, Nyah!

3) Cards that untap things. Try using some Twiddles, Jandor's Saddlebags, Instill Energies and the like, in a slower deck. Works great with Royal Assassins, too.

4) Tasty and extra-crispy. Red & Green can become a force to be reckoned with simply by using a few overlooked cards. Try building a deck with Ley Druids, Wild Growths, Instill Energies, Fast Bonds, Stone Rains, Fireball, Mana Flares and Steams of Life cards. The Fast Bonds come up often enough in your open hand, that usually by the end of the first turn you already have 3-4 Mana at your disposal without using \$100 Moxes!

Well, that's all for this issue, so go and play!

## INFINITY COMICS & GAMES, INC.

1280 CENTAUR VILLAGE DRIVE, #3  
OAK TREE PLAZA  
LAFAYETTE, CO 80026  
(303) 661-0860  
JONATHAN GRESCHLER

Over the last few weeks I have heard Magic: The Gathering referred to a couple of times as a rich kid's game.

Ideally, the initial Magic: The Gathering purchase, should be between twenty and thirty dollars. I usually recommend two Starters and some Boosters from Revised, at whatever supplement is currently available. This will give the beginning player enough Mana for a basic three-color deck and enough Rare cards to make playing fun. After an initial purchase, the sky can be the limit of what you spend, but this is not necessary to enjoy the game. You should probably spend a minimum of one hundred dollars a year on new supplements. This should give you a reasonable amount of the newer cards. Expensive!?

Magic is not a game for the financially strapped, but it is a great "kids" game. The social interaction of the duels and tournaments, the thought involved in building and improving play decks and the financial responsibility taught in trading and collecting

cards, teaches some worthwhile skills. I also know quite a few families who play together and at least one situation where Magic: The Gathering provided a father and son with a much needed common interest.

## STAR TREK: TNG

Everyone at Infinity thanks Decipher Games for the Warp Packs concept. You can write Decipher and they will send you a free Warp Pack. This will help you play with just one Starter. Your local game store can provide you with the address.

Star Trek singles are cooling down in Colorado. Prices are not falling, but they are not climbing through the ceiling either. Stability is good, provided it does not lead to stagnation. Interest in full sets continues to be very low. However, new players are still coming into the game. Packs of cards are still selling well and new supplements are due out in the next few months. Trek fans are still interested and this game will continue to have a loyal following for the foreseeable future. I believe prices will begin rising with the release of the Warp packs and should continue as long as Decipher supports the game with new and exciting supplements. Tournament rules would be nice as well.

## STAR OF THE GUARDIANS

This game highlights why Doomtrooper sells so well. The rules to Doomtrooper can be figured out in an hour or two; Star of the Guardians is a lot more complicated. One customer said that the rules were easier than the Star Fleet Battles boardgame, which is not saying much. If you can get someone to show you how to play, you will be rewarded with a great space war strategy game. Some of the artwork is exceptional and the game plays well once you know what you are doing.

## ON THE EDGE

The On the Edge Cut-Ups supplement came out recently and our On the Edge fans are raving about it. The cards look great, even though the Colorado artists who worked on the initial release were left out this time, and they add a new level or play to a game with a solid following. If your taste runs to the slightly warped and/or you enjoy the Illuminati card game, On the Edge is worth looking at.

Until next time, Tracker Sorceress Queen.

## SILVER SNAIL

367 QUEEN STREET WEST  
TORONTO, ONTARIO M5V 2A4  
(416) 593-0889  
CAROLINE JULIAN

MAGIC is still the hottest card game around here, but now it has lots of company. Most of our singles sales

are M:TC, though they are getting harder and harder to find. I've noticed a marked increase in private sales; more people are selling their cards themselves, sometimes at astronomical prices. Others are using Internet to secure the best price for their cards. Arabian and Legends seem to be garnering the most interest these days, with many having given up hope of ever getting any OOP cards. And while many M:TC veterans scoff at Fallen Empires, it is becoming more popular with new players - despite the moderate complexity of playing with all of those tokens. Rumors about ICE AGE, and even the new Revised Aboard has led to some hoarding of Revised Boosters. Starters are nowhere to be found, which makes it difficult for newcomers to join in on the fun. We've experimented with making up Starters (as well as our color packs) and they seem to be well received. On the up side, there's been a major upsurge in tourneys and clubs, but I've heard alarming news that several schools have banned the game, supposedly not because students were distracted, but because onlookers were betting money on the outcome of the matches!

JYHAD continues to grow slowly in popularity, and there is increased interest in the singles market. Even Commons are selling well, as people try to fine tune their decks. Specific clan decks are also popular, and while some people are alarmed at the thought of the "new" edition cards, rumors of new expansion sets have soothed that concern. RAGE is also eagerly awaited; the art looks utterly gorgeous, though there seems to be a rumor going around that RAGE is either an expansion of JYHAD, or will be compatible with it. Where that rumor started, I have no idea.

Speaking of gorgeous cards, the new BLOOD WARS is getting a lot of interest, even if people aren't tossing their SPELLFIRE cards in its favor. The game seems tighter, and there is more interest in singles than for SPELLFIRE. The completely new graphic design and overall slicker look is proving a good marketing tactic. Even people who normally avoid a TSR product like the plague are giving BLOOD WARS a closer look.

STAR TREK has slowed considerably for us, though there are still lots of folks out there trying to complete their black-bordered sets. Bridge Crew are in the most demand - surprise, surprise - but interest and price on Commons and Uncommons are dropping through the floor up here. The upcoming expansion sets should provide a welcome boost to sales, but some people are getting tired of waiting.



# Four Corners

Despite great reviews and its popularity elsewhere, GALACTIC EMPIRES has proven to be a disappointment to us. With the uneven distribution of earlier editions, many people became frustrated and gave up trying to get a hold of the cards at all. Now that we finally have some, few are interested. The poor packaging doesn't help - not that the packaging is utterly horrid, mind you...compared to the other slicker games, it just doesn't have the same degree of shelf presence. DOOMTROOPER, on the other hand, flew in and out of the store with the speed and ferocity of a dawn raid. Lots of interest here, if they can just get the cards out....

It might be a great conspiracy, but I have yet to figure out any sort of buying pattern to I:NWO single sales. Some weeks we do not sell a single card, the next, we'll be completely sold out. Everyone is waiting desperately for the new Starters and Boosters. News of foreign editions (including new cards and personalities applicable to those countries) have people clamoring for them. Will any of these cards be available in North America? Fnoord.

**WARGAMES WEST  
ON CENTRAL  
3422 CENTRAL SE  
ALBUQUERQUE, NM 87106  
(505) 265-6100  
GLENN GODARD  
RAMBLIN' MAN**

During the past three months, due to personal and business needs, I have had the chance to visit shops and shows in Washington, Wyoming, Colorado, Utah, New Mexico, California, and Louisiana. In those travels I have been amazed at the differences in both card availability and prices from one location to another. In California, customers were looking for Beta black bordered cards; Legends was widely available and better priced. While in New Mexico, the situation was exactly reversed. Both Utah and Wyoming seemed to have a strong demand for all black bordered discontinued cards. Denver was one market which seemed in relative balance. A few threads were common to every market. Many of the locations were suffering from shortages of Revised product but everyone, from your local record store to top-flight game stores, had "Fallen Empires". In the singles market, "Arabian Nights" was hot everywhere, with even Common cards trading well. All other expansions traded well, with a natural tendency toward power cards. Demand for Moxes, Black Lotuses, Time Walks, Time Twisters, Ali from Cairo, Juzam Djinn was uniformly strong. I discov-

ered that prices in smaller communities tended towards the lower end of the scale, while in larger cities the prices were consistently above the upper. Proving that having more people to sell to enables a higher price. Blood Wars seemed to catch most locations by surprise.

## GAMBLIN' MAN

Boy oh boy, the cards headed to market are hot and heavy. Considering the amount of money a customer spends on each game he/she gets involved with, the choices are going to be tough. Safe bets are Ice Age and Chronicles from WotC, Rage by White Wolf, and SimCity by Mayfair. The future is less clear for the host of Magic:TC wannabes seeking to join in. As I've written before, collectible card games require two basic elements: great art and good game play. Considering that Magic:TC was over two years in design and development, a good CCG out of this crop will be a matter of hard work and luck.

## POLICE MAN

Many of us here are looking for the release of SimCity by Mayfair Games. The market lacks a good CCG which the entire family can play, in addition, the cities look great as you go. The game has been delayed by production problems at Carti Mundi.

## PUMPKIN MAN

White Wolf returns to the collectible card market with Rage, based on their popular adventure game, Werewolf. Unlike Jyhad, which was licensed by WotC, this offering is exclusively White Wolf's. Gameplay is quite good and looks great. The print run is 54 million cards, and the possibility exists for a level of success similar to Star Trek:TNG CCG

## TRADIN' MAN

For those of you who contend that it takes thousand of dollars to play/collect Magic:TC, consider a One Deck. Several of us, inspired by Zac Dolan's article in The Duelist #4, have started our own One Decks. The rules of a One Deck may vary from person to person, but most of us in this area have agreed that decks may only be expanded by trades, but unlike Zac, we have not limited ourselves to Revised only. One customer went from the normal two Rares in a Starter deck to 29, in one intense night of trading. For my part, in little over a month of trading, I've completed a set of Fallen Empires, all from one Starter deck. The next objective is a set of The Dark. I'll let you know how it goes. Try it, you will be amazed at how easy it is.

## JAMMIN' MAN

Keep your eye out for a new card game called Power Moves by Sports Concepts. While it is definitely not a

collectible card game, it is a load of fun. It's fast, fun and looks to be a great game.

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Hurrah for the Spring

## MAGIC THE GATHERING

Slimmer decks are all the rage in our area. Everyone seems to want 60-card killer decks stocked with Dual Lands, Moxes, etc. As a counter to this strategy, some people are collecting Millstones, Mind Twists, and Hymns to Tourach to make "discard decks". Time will show which deck comes out on top.

The hot topics of conversation continue to be what will be included in Chronicles, and what will be removed in the next Revised Edition. Everyone is hoping to find their favorite Legends card in Chronicles, while people are collecting Serra Angels, Forks, and Rock Hydras just in case they get cut.

Meanwhile, we've been working on ways to conduct Magic contests which allow new players to stand a chance against Mox hoarding veterans. Our next tournament will require players to buy one Revised deck, one Revised Booster, and one Fallen Empires Booster; these are the cards they must use in the contest, following closed deck tournament rules. Everyone will have one hour to trade cards with other players and try to make a cohesive deck out of what Fate gave them. Our customers (who love the idea) filled up the 20 open spots in about 3 days. Maybe the Alpha Chaos Orb as first prize had something to do with it.

Finally, here's what players have been asking for in single cards; Dual Lands, Ali from Cairo, Carrion Ants, and nearly all of the gold bordered Legends.

## JYHAD

Jyhad sales have slowed down recently. Our customers are waiting to see what the Vampire revision does to the game. Popular singles include Smiling Jack and Aaron's Feeding Razor.

## STAR TREK: TNG

Decipher Games recently announced their plans to sell Star Trek as a two-player ready-to-play game, to be distributed via Parker Brothers to mass market toy stores. We have

mixed emotions about this plan. On the plus side, it's great that our customers won't have to buy multiple decks just to get the right mix of cards to be able to play. This plan nicely eliminates the only strenuous objection customers had to buying this set. However, the plan to sell these sets to the mass market fills us with dread. We feel that the intention of the mass market push is to introduce the card games to a wider market, which will lead new customers to our stores. We hope this will happen, but fear the opposite. We are already seeing area chain stores selling Star Trek (and Magic) decks and Boosters at a 15% discount, and we fear a corporate level push to carry these games will hurt our trade even more. We understand that Decipher, Wizards and US Games, etc. is in this to make money, and selling games to big chain stores is the best way for them to do so. Unfortunately, this leaves the specialty stores (like hobby and comic shops) with few options. Granted, the specialty stores can generally offer more knowledge about the games and the option of buying single cards. What we've seen happening is that our customers are spending the bulk of this money on decks and Boosters at other stores and spending a few dollars on single cards at our store.

## WYVERN

Our distributors tell us that Wyvern sales are very region dependent, and I have to agree with them. Interest in Michigan has been very slight, while our Illinois store can't keep the cards in stock. We've had calls from California where people are thrilled to buy Premier Boosters for \$5 a piece. The second printing is due out soon, and we hope to see the trend continue. Of course, the hot card is the Ultra Rare #136, which no one at either store has ever seen.

## OTHER GAMES

We're still waiting on Rage and Doomtrooper, and have high hopes for both. Long term sights are set for Battletech, Star Wars and Middle Earth games.

## Scrye's Mail Order Advisor Reports

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The best news this year was Fourth Edition and Chronicles. The announcement of these two sets has created a lot of speculation and interest in many specific cards. Despite a lack of verification of these rumors, a trading frenzy has been seen in the



# Four Corners

loose card market — with Serra Angel, all Dual Lands, and Sengir Vampire topping the "I wannit" list, and Guardian Beast, Killer Bees, and Carrion Ants topping the "I wanna dump it" list. As Fourth Edition's release date nears, with Chronicles hopefully following this Summer, the loose card market is and probably will continue to be very volatile.

Amongst all this speculation on loose Revised cards, unbroken decks and packs of Revised have experienced a huge increase in sales. Many of our competitors have sold out and the price of Revised is destined to continue shooting upwards. In addition, the long anticipated Ice Age game/expansion is bringing in record advance sales. Though the game will be available for the rest of the year, the availability may be very limited on the first shipment and possibly the second. Get it early, while the prices are low and availability is good.

Legends and Arabian Nights have taken tremendous leaps in sales, especially in Booster packs. Interest in single Rare cards have as much as doubled where Legends is concerned. Out-of-print Unlimited cards have also steadily risen but most people agree that the Type II sanctioned tournaments will take some wind out of their sails.

As WotC releases foreign editions of Magic, a lot of people have been trying to get hold of them. WotC went to great lengths to dissuade the North American distributors as well as their Foreign counterparts from robbing Europe of these Limited Editions. Small amounts have trickled into many mail order houses, including ours. While Italian, French, and German editions have become a reality, Spanish and Japanese still remain in the production stages. These Foreign editions have great appeal as novelties, and in the case of Legends, are a great alternative to their long out-of-print English language counterparts. As the white borders appear in Europe, WotC will most likely allow North American distributors to wholesale the Unlimited Foreign Editions. This probably means that the prices of these novelties will go down as availability goes up.

After the subduing effects caused by the over-printing of Fallen Empires last December, current trends have more than restored the momentum that the game had seen back when Legends and The Dark first came out. The current production schedule from WotC is, no doubt, going to make Magic more popular than ever. No matter if you are an Elder Gamer or simply a Magic Whelp, the creation of this game is and will continue to be a completely new phe-

nomenon to us all.

## THE MAGIC SOURCE

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Greetings from the banks of the Mighty Mohawk River!

Well, we all seem to be holding our breath over here waiting for the 4th Edition of Magic to appear. Which cards will be in there? Which cards won't be in there? Everybody wants to know.

Our hottest cards this month: Serra Angel, Chain Lightning, Wyluli Wolf, Volcanic Island, Zephyr Falcon.

This popularity test is based on the sheer numbers of these cards that we have sold over the course of one month. I guess a LOT of people think the Serra Angel is going to be discontinued.

The Unlimited Edition OOP (out of print) cards continue to skyrocket, and with more and more tournaments offering big money prizes, expect those cards to continue to go up in price. I imagine this trend is going to reach a summit sometime since there is only a limited supply of these much sought-after cards. Once enough of them have been played (and played and played), those few mint or neat mint copies left are going to be strictly collector cards, and unbelievably pricey.

Ice Age pre-orders continue to roll in and it looks like this expansion will be the biggest thing from Wizards of the Coast this year. We've heard rumors that the set will be in the high 300's (not low 300's) - that's four press sheets!

## SHADOWFIST

We playtested this game and it looks like a blast! This is NOT a martial arts game like Ultimate Combat!, it's more like an action movie. If you've seen Big Trouble in Little China, or any of the Hong Kong wild action films, which it parodies, then you know what Shadowfist is all about. We've also seen some of the art for this set, and it looks really good. A lot of the Magic artists are doing fantastic art for Shadowfist. Look for it in mid-June.

## PHIL'S LIFE COUNTER

We just got in a prototype of a new Scrye Life Counter that's in the works. We refer to it as "Phil's Life Counter" because Phil, our office World Class Player, has a bad habit of Spirit Linking himself to 128 life, and the new Extra-Big Life Counter goes to 250 life. Wow! So all you people who play Streams of Life and Mana Flares should be happy.

## KILLER FALLEN EMPIRES DECK

One of the guys in our office put together a deck which just seemed like it wouldn't work. It's a Fallen Empires deck and it doesn't include ANY

Revised cards - not even Land! All the Mana-Producers in his deck are Fallen Empires Lands, a mix of the sacrifice Lands and the Storage Lands. All the creatures in it are Fallen Empires creatures, too. Now, when he first put this together we all sneered at him, but since he's been winning against Mox-happy kill decks, we haven't been sneering so much. I think Fallen Empires has a lot more play potential than people are giving it credit for and, since it's pretty cheap right now, it's very easy for anyone to put together a really good play deck.

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Cards...cards...everywhere...but what game will you play? Where will your allowance or investment dollar go to get you more bang for your buck? With the upsurge in card production now taking center ring in the game industry, more companies are throwing their gauntlet into the ring. At the recent GAMA (Game Manufacturers Association) convention in New Orleans, we saw many games due to release in the near future and also got a chance to view the fresh blood infusions that some of the established card game companies are putting out. With all this wealth of possibility what should you buy?

On the Magic: The Gathering front, we've seen the coming of the Fourth Edition from Wizards of the Coast. The packaging is spectacular, with foil wraps to fool those who look through the old packaging for the Rare. Adding out-of-print sub-set cards and retiring some old favorites, this new addition is guaranteed to rocket off the shelves. The previews we've seen of Ice Age look beautiful. This set will clear the air and allow those who missed out on past Magic cards, i.e., Black Lotus, Moxes and Ali from Cairo (these and the other discontinued cards are not included in Ice Age), to start from ground zero in a new set that can stand alone. Support for this set includes tournaments for Ice Age cards alone. This set will be black bordered like the Alpha/Beta printing and will be in print for a year.

Leading the martial arts card games are Ultimate Combat! by Ultimate Games, and Shadowfist by Daedalus Games. These little gems bring martial arts and magic together with a bang.

Ultimate Combat! plays with grace and style and an eye on the technical side of fighting. While we have not seen

the rules for Shadowfist, the artwork looks fantastic.

SimCity, from Mayfair Games, brings to life the creation of what was once exclusively a cyber reality. It's complex, yet has a style of play that is easy to learn, and the wonderful picture cards make this a winning game.

As an alternative to the kill or be killed games comes Redemption from Cactus Games. In this game, based on the Bible, you get to play the good and the bad. You use your good characters to save souls from your opponent and your bad characters to keep your souls out of your opponent's clutches.

Thunder Castle Games sends us Towers In Time, a game where you build towers on a temporal plane and draw things out of time to defend them. With all of time to draw from, later sub-sets should be interesting. Later this year they will be releasing Highlander. With a large and ever increasing fan base already in place, this one is already pre-selling at record speed.

On the single card front, the usual high dollar cards are always in demand. Sales still move at incredible speed, but with Lotus and Moxes topping the scales at anywhere from \$100 and up, and Ice Age on the horizon, I foresee things finally slowing down and equalizing a bit. One of the interesting combos we've been selling a lot of recently is Festival (White, Dark, Common; Nothing may attack) and Siren's Call (Blue, Revised, Uncommon; All opposing creatures must attack or perish). Green is getting its own version of Plague Rats in the Ice Age Expansion: Aurochs, a 2/3 Trample creature that gets +1/+0 for each additional Auroch in the attack. It costs 1 green plus 3 others to cast.

Due to demand, we have had to add Jyhad and Wyvern singles, so you can all finish off your sets before the new expanded or changed editions appear on the shelves.

With dreams of Warp Packs on the way, and a variety of sub-sets from Decipher Inc., cards like Jean Luc Picard and The Enterprise in Limited Edition now demand a \$100 price tag.

So many games so little space...till next time....

P.S. If you have heard rumors about the fabled Wyvern/Fallen Empires cross cards and don't believe them, fear not...THEY ARE REAL!! We have seen them. They have a Fallen Empires front with the now familiar, gold foil Wyvern back. With only a few hundred of these in existence, they will be worth quite a bit to collectors. Already selling for \$100-\$400, they are enough to make any manufacturer cringe.



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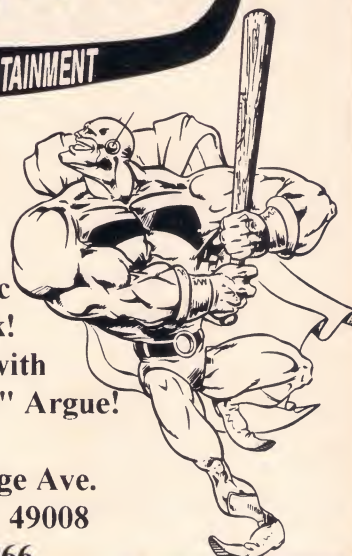
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How many hours a week do you spend playing collectable  
card games? 0\_\_\_ 1-5\_\_\_ 6-10\_\_\_ 11-20\_\_\_ 21+\_\_\_

## FOOD: (WELL, FOOD-LIKE SUBSTANCES)

How many cans/bottles of soda/pop do you consume per  
week? 0\_\_\_ 1-2\_\_\_ 3-4\_\_\_ 5-7\_\_\_ 7+\_\_\_

(Please, be serious! Note: This question is NOT how much COULD you consume.)

How many times a week do you eat tortilla chips or potato  
chips? 0\_\_\_ 1-2\_\_\_ 3-4\_\_\_ 5-7\_\_\_ 7+\_\_\_

Do you consider McDonalds or \_\_\_\_\_ to be  
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Does it have a CD-ROM drive? Y N

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Do you collect the cards for the art? Y N

Who is your favorite M:TG artist? \_\_\_\_\_

Do you own a car? Y N

## FINAL SURVEY QUESTION

What other collectible card games maga... oops, that's right - not one is worthy of your  
time. Whew! Our readers are soooooo smart!

What other magazines do you read?

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# SURVEY



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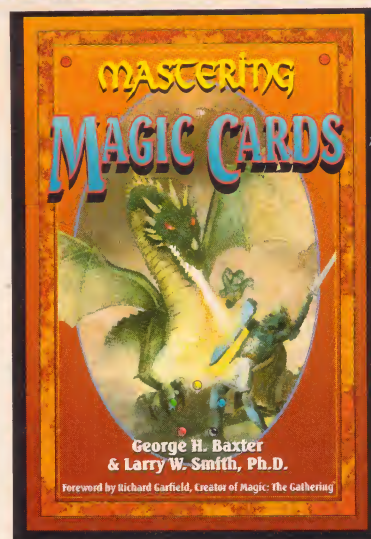
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After a ton of confetti and a lot of broken change machines - I return.

This month's quest is quite simple. Including Ice Age - exactly how many different Magic cards have been printed and which artist has been the "most published M:TC artist" deter-

mined by the number of Magic cards she/he has done. The prize? How about an original piece of color artwork by Tina NeNe Thomas? Sounds like a plan... If you win (and we'll draw one name from correct entries) you can dream up fun ways to frame the art with extra Fallen Empires

Lands!

Until The Ice Age... See you in Toronto!

This issue is dedicated to Joyce, whites not reds, chocolate sorbet, those who know not a keypad, 14 NIN, the Gargoyle, Issy, the quest for Charlotte, the chaos boat and the young gentle-

man from the northern lands.

Oh, guess you want to know the top 10 best ways to use extra Fallen Empires cards. Well, since we're still receiving entries, we're going to award a winner next issue. The prize? How about a box of Fallen Empires boosters! Aren't we mean?



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ABOMINATION	L	B	U	ELVEN RIDERS	L	G	U	PIETY	A	R	W	VISIONS	L	W	U
ALABASTER POTION	L	W	C	ENERGY TAP	L	G	U	PIKEMEN	D	W	C	WALL OF DUST	L	R	U
ALI BABA	A	R	U	EROSION	D	U	C	PIT SCORPION	L	B	C	WALL OF SPEARS	A	A	C
AMROU KITHKIN	L	W	C	ETERNAL WARRIOR	L	R	C	PRADASH GYPSIES	L	G	C	WHIRLING DERVISH	L	G	U
AMULET OF KROOG	A	A	C	FELLWAR STONE	D	A	U	PSIONIC ENTITY	L	U	R	WHITE MANA BATTERY	L	A	R
ANGRY MOB	D	W	U	FISSURE	D	R	C	PYROTECHNICS	L	R	U	WINDS OF CHANGE	L	R	R
APPRENTICE WIZARD	D	U	C	FLOOD	D	U	C	RADJAN SPIRIT	L	G	U	WINTER BLAST	L	G	U
ASHES TO ASHES	D	B	U	FORTIFIED AREA	L	W	C	RAG MAN	D	B	R	WORD OF BINDING	D	B	C
ASHNOD'S BATTLE GEAR	A	A	U	GASEOUS FORM	L	U	C	REBIRTH	L	G	R	XENIC POLTERGEIST	A	B	R
BACKFIRE	L	U	U	GHOST SHIP	D	U	U	RED MANA BATTERY	L	A	R	YOTIAN SOLDIER	A	A	C
BALL LIGHTNING	D	R	R	GIANT STRENGTH	L	R	C	RELIC BIND	L	U	R	ZEPHYR FALCON	L	U	C
BATTERING RAM	A	A	C	GIANT TORTOISE	A	R	C	SANDSTORM	A	R	C	<b>DELETED CARDS</b>			
BIRD MAIDEN	A	R	C	GOBLIN ROCK SLED	D	R	C	SEEKER	L	W	C	ATOG	R	R	C
BLACK MANA BATTERY	L	A	R	GRAPESHOT CATAPULT	A	A	C	SEGOVIAN LEVIATHAN	L	U	U	BADLANDS	R	B	R
BLIGHT	L	B	U	GREED	L	B	R	SHAPESHIFTER	A	A	R	BASALT MONOLITH	R	A	U
BLOOD LUST	L	R	U	GREEN MANA BATTERY	L	A	R	SINBAD	A	R	U	BAYOU	R	B	G
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CYCLOPEAN MUMMY	L	B	C	MORALE	D	W	C	UNCLE ISTVAN	D	B	U	JUGGERNAUT	R	A	U
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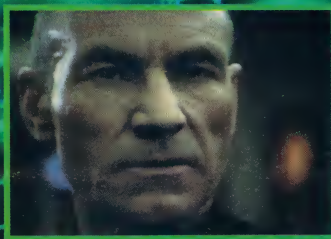
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2	3	5	Jean-Luc Picard	\$75	LTD	(ULTD \$36)	STCCG
2	4	6	Gauntlet of Might	\$70	ULTD	(Alpha \$90, Beta \$80.25)	M:TG
6	6	6	Time Walk	\$70	ULTD	(Alpha \$122.50, Beta \$76.25)	M:TG
2	5	8	Data	\$60	LTD	(ULTD \$30)	STCCG
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8	8	8	Guardian Beast	\$60	AN		M:TG
10	8	11	Timetwister	\$55	ULTD	(Alpha \$90, Beta \$68.50)	M:TG
23	16	12	Mirror Universe	\$50	LGNDS		M:TG
6	8	12	Forcefield	\$50	ULTD	(Alpha \$92.50, Beta \$72.50)	M:TG
10	12	12	Chaos Orb	\$50	ULTD	(Alpha \$85, Beta \$67)	M:TG
9	6	15	U.S.S. Enterprise	\$48.50	LTD	(ULTD \$32.50)	STCCG
16	13	16	Ancestral Recall	\$45	ULTD	(Alpha \$80, Beta \$58.50)	M:TG
30	14	17	Icy Manipulator	\$43.50	ULTD	(Alpha \$65, Beta \$55)	M:TG
16	15	18	Word of Command	\$40	ULTD	(Alpha \$65, Beta \$56.25)	M:TG
16	24	18	Cyclopean Tomb	\$40	ULTD	(Alpha \$72.50, Beta \$49.50)	M:TG
20	18	18	Lich	\$40	ULTD	(Alpha \$75, Beta \$55)	M:TG
10	19	18	Time Vault	\$40	ULTD	(Alpha \$60, Beta \$50)	M:TG
32	16	18	William T. Riker	\$40	LTD	(ULTD \$21.50)	M:TG
15	19	18	Geordi La Forge	\$40	LTD	(ULTD \$23)	STCCG
10	19	24	Worf	\$38.50	LTD	(ULTD \$22)	STCCG
31	19	25	Two-Headed Giant	\$37	ULTD	(Alpha \$52, Beta \$47.25)	M:TG
24	24	26	Beverly Crusher	\$34.50	LTD	(ULTD \$18)	STCCG
32	23	27	Deanna Troi	\$34.25	LTD	(ULTD \$18.50)	STCCG
20	33	28	Illusionary Mask	\$32.50	ULTD	(Alpha \$54.50, Beta \$40)	M:TG
28	30	29	Old Man Of The Sea	\$32	AN		M:TG
45	33	29	Singing Tree	\$32	AN		M:TG
40	24	31	Diamond Valley	\$31	AN		M:TG
32	40	31	Jihad	\$31	AN		M:TG
25	33	33	Five Elder Dragons	\$30	LGNDS		M:TG
32	24	33	Carrion Ants	\$30	LGNDS		M:TG
-	40	33	Killer Bees	\$30	LGNDS		M:TG
32	24	33	Natural Selection	\$30	ULTD	(Alpha \$50, Beta \$40)	M:TG
32	24	33	Raging River	\$30	ULTD	(Alpha \$58, Beta \$40)	M:TG
32	40	33	Blaze Of Glory	\$30	ULTD	(Alpha \$57.50, Beta \$40.25)	M:TG
19	30	33	Wesley Crusher	\$30	LTD	(ULTD \$15)	STCCG
-	-	33	Thomas Riker	\$30	LTD	(ULTD \$14.50)	STCCG
41	39	41	The Wretched	\$28	LGNDS		M:TG
-	-	41	Juzam Djinn	\$28	AN		M:TG
-	40	43	Island Of Wak-Wak	\$27	AN		M:TG

Notes: Alpha and Beta editions of M:TG weren't factored in for these rankings because the entire list would then be Alpha edition cards. So we used the Unlimited edition prices, which makes sense too, because most of the cards being sold are Unlimited, not Alphas or Betas. "The Five Moxes" are Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, and Mox Sapphire. "Five Elder Dragons" are Arcades Sabboth, Chromium, Nicol Bolas, Palladia-Mors, and Vaectus Asmadi.









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